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SIGNATURE SERIES GUIDE

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grand theft auto IV™

BASED ON A GAME RATED BY THE ESRB

MATURE 17+
M

COVERS MICROSOFT XBOX 360® AND PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM.

Written By Tim Bogenn & Rick Barba

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MULTIPLAYER

Welcome to Liberty City

Using This Guide

Grand Theft Auto IV presents a flowing, continuous environment where "story missions" and "side missions" blend together into a single ongoing experience. Our guide is structured to mirror that game flow, introducing new elements in the order they appear during your gameplay sessions.

So if you're looking for guidance for a particular type of mission or character—the Assassin Procedural Missions, say, or where to meet the Random Character, Marnie—look under the Main Story Walkthrough in our Table of Contents to find what you're looking for. You can also check out our Liberty City Maps section and our very handy pullout poster map for quick guides to everything in the game, from Points of Interest and Pickups to Flying Rats and Unique Stunt Jumps.

Liberty City

Liberty City is divided into four boroughs: Algonquin, Dukes, Broker, and Bohan. And then there's Alderney, located across the West River from the great towers of Algonquin. Taken together, these areas form one of the densest, most vital urban centers in the world. It's a place where dreams come to flourish or die. Niko Bellic is an Eastern European ex-soldier haunted by memories and seeking a new start. Thus he comes to visit his cousin Roman and sample the American dream.

Getting Around

VEHICLES

Liberty City is like a big, teeming car lot, laid out in a nice grid for your selection. Vehicles sit bumper to bumper in traffic, just waiting to be jacked. You can't beat free transportation. Watch out, though—some fools won't give up their ride without a fight. Check our Points of Interest maps for locations of three auto dealerships where you can find everything from a fine Italian sports car to a faster-than-lightning sport bike.

TAXIS

The handiest new addition to the Grand Theft Auto universe is the common taxicab, which you can hail on almost any street at any hour in Liberty City. Cabs are cheap and provide the fastest way to reach any destination, by far. The beauty of taxi travel is that you can set a waypoint anywhere in the city, and it becomes a selectable destination on the cab's meter. Better yet, for a few extra bucks you can skip the trip and arrive within seconds. This eliminates tedious cross-town car travel. (Note: You cannot hail a taxi while you have an active Wanted Level.)

▲ Taxi Jacking

You can jack the fare passenger out of the taxi in plain view of a police officer without getting a Wanted Level. A taxi is "jacked" when the cab already has a fare.

BOATS

When you want to take a direct route to one of the islands or explore the various waterways of Liberty City, then hop in one of the many boats available for you in the game. Choose from powerful speedboats to little dinghies and take to the water!

■ GPS Waypoints

The GPS mapping system lets you set green waypoints on your map; the system then maps a route to your chosen destination. The game will automatically route you to all yellow, red, or blue blipped destinations that are in your missions. Note that any GPS-created route is the most direct *legal* route. You can usually find plenty of illegal shortcuts to get places faster, if necessary.

TRAINS

Cheap, easy public transportation is one of Liberty City's hallmarks, along with prostitution, depravity, organized crime, and brutal police corruption. You can catch the El-Train or the subway and get to the next borough in moments. As with taxicabs, you can choose to skip the trip, although we must say that train rides can give you some pretty spectacular views of the city.

HELICOPTERS

Helicopters aren't easy to find, but they can get you places you can't reach otherwise—certain rooftops, for example. The standard Maverick chopper is available for stealing from the Helitours location in southeast Algonquin and from a private helipad in northwest Alderney. Heavily armed Annihilators appear on top of a police building in northeast Algonquin and also in the northern area of the Francis International Airport.

You can also spawn an Annihilator by exterminating all 200 "Flying Rats" in the city, thus completing the "Hidden Packages" Odd Jobs; the killer copter then appears on top of a lift-accessible MeTV building in the Triangle section of Algonquin (see our Points of Interest map for this island to find the exact location).

Note: There are no aircraft in the game available to you other than Mavericks and Annihilators.

▲ Airport Off-limits

Francis International Airport is a high security environment. In story or side missions, any attempt to get past the security fence onto the runways immediately slaps a Wanted Level on you. However, in multiplayer games, you can access the tarmac without triggering a police alert.

▲ Get a Lift

There are a number of other ways to travel around Liberty City—in mostly vertical directions. Take a cable car to Colony Island or ride one of the many window washing lifts to reach the tops of buildings.

Health & Body Armor

“Protection” is so important on so many levels of meaning. But perhaps the most important protection you can have in a place like Liberty City is hardcore Type IV tactical body armor in the form of a ballistic vest. You can purchase Body Armor at any reputable (or disreputable) gun shop in the city or from Little Jacob when he becomes your friend. But you’ll also find free Body Armor stashed in unlikely places as you go about your business. You can also get a small amount of armor when you enter a N.O.O.S.E. Enforcer.

The same is true of the First Aid Kits that can bring a wounded warrior back from the brink. You can find them in many of the places you’ll visit in Liberty City… often just when you need them most. Local hospitals tend to stock the kits as well. You can also restore health by making purchases from soft drink machines (Sprunk and eCola), hot dog & nut stands, and restaurants. And if all else fails, you can always dial 911 and ask for paramedic assistance, but they will charge a fee. You can even get your health back from hookers, who now offer three different services!

For all Body Armor and First Aid Kit locations in the city, check the Liberty City Maps section of this guide. We also feature these pickups on each and every mission map throughout the Main Story walkthrough.

Weapons

There’s nothing like a sweet gun, except maybe a bigger gun. Liberty City is the assault weapons capital of the world. What walking tour would be complete without a short browse through the back alley gun shops that make the city such a safe haven? Here’s a quick rundown of the weapons available for use in Grand Theft Auto IV. For all free Weapon locations in the city, check our Liberty City Maps section of this book—these are also featured on our mission maps in the Main Story Walkthrough. Keep in mind that the most convenient way to acquire weapons is by keeping Little Jacob’s friendship, but the cheapest method is to just find them lying around.

Used Weapons

Don’t forget that you can pick up some sleek previously-owned weapons by pilfering them from the decaying bodies of the previous owners (who you just wasted). Really, they’d *want* you to have their weapons since they won’t be using them anymore.

Fist

When weaponless, you can throw left and rights, uppercuts and jabs, ground punches and kicks, perform counter moves and even disarm your opponent. See how many combos you can find. Target your opponent and start wailing on him.

Knife

The Knife is a very effective weapon when no firearm is available. A few slashes will take out a well-armored opponent. Try a multiplayer game with just bats and knives. Loads of fun!

Bat

Swing left, right, and block with the bat using the three different attack buttons… slugger.

Pistol

The Pistol holds an illegal 17-round magazine. A shot-delaying reload occurs after the final bullet is fired. It has very little zoom when in manual aim. This is one of the few drive-by weapons, and (along with the Combat Pistol) the only one that works for personal executions.

Combat Pistol

This weapon has a legal 9-round mag, but is more powerful than the regular Pistol. It has an equivalent amount of zoom when manual aiming and can also be used for executions.

Micro-SMG

The Micro-SMG has a significantly wide spread, especially when the Fire button is held for long periods. Use short bursts of fire to increase accuracy. This weapon is weaker than the SMG and has minimal zoom on manual aim, but has the larger 50-round mag. This is a great weapon for drive-bys, and is one of the most popular weapons of Liberty City thugs.

SMG

The SMG, which has a smaller 30-round mag, has all the attributes as the Micro-SMG, only it’s a little more powerful and has less bullet spread at a distance, making it a better weapon for both on the run and drive-bys.

Assault Rifle

The Assault Rifle is very powerful—each bullet packs a wallop. This weapon has incredible zoom in manual aim and is great to use in multiplayer for getting headshots. Use in short bursts for an accuracy increase. Crouching also increases accuracy for all firearms.

Carbine Rifle

The Carbine Rifle is modeled after an M4, and has all the same attributes as the Assault Rifle. Bullets from this weapon are a little more powerful at a distance though.

Pump Shotgun

This weapon holds eight shells and you automatically reload after the eighth shot. It’s most effective at close range and it, unfortunately, has no zoom in manual aim.

Combat Shotgun

This shotgun has the same attributes as the Pump Shotgun, only you get 10 shells before reload, you can get off multiple shots quickly, and it’s a little more powerful. No manual aim zoom.

Sniper Rifle

The Sniper Rifle automatically reloads after each shot is fired. You cannot shoot while walking or running. The bullets eliminate most enemies with one or two shots—one if it’s a headshot. You enter scope mode automatically when the Fire button is pressed. When behind cover, there is no scope mode or auto-aim, but you can zoom while in manual aim (not scope zoom).

Combat Sniper

The Combat Sniper is the same as the Sniper Rifle, only it fires more shots more quickly without reloading after every one. An easy choice over the regular Sniper Rifle.

RPG

The RPG must be reloaded with every shot. It’s a slow weapon, but powerfully effective. You can skip RPG shells off the cement and other hard surfaces such as brick walls—RPGs sometimes bounce off windshields. This is the best weapon to take out N.O.O.S.E. Enforcers, helicopters, and those hard to reach Flying Rats.

Molotov

It’s all overhand throws with this weapon, and for a good reason. Throw far enough away from you to avoid getting burned. You must use a plethora of Molotovs to destroy cars, but it only takes one to cook a human. This is one of our favorite weapons to take out Flying Rats. It may not be the most flexible for this purpose, but definitely the most fun. It’s also a good drive-by weapon.

Grenade

When crouched, you perform an underhand toss. When standing, you throw overhand unless you just tap the shoot button; then it’s an underhand toss. You can cook the grenade by holding onto it while pressing the Fire button; it leaves your hand when you let go of the button. Cooking is helpful when thrown above someone’s cover. Don’t cook it too long or it’ll go off in your hands. This is also a drive-by weapon.

Police Wanted Levels

Cops are a fact of life in Liberty City. Apparently, it's against city law to pull folks out of their cars, punch them, and then drive away in their vehicles. Other stuff is illegal, too—shooting guns in public, ramming police cruisers, killing people, and so forth.

When you break the law in plain sight of police, you earn a Wanted Level. There are six of these levels, indicated by the number of stars highlighted in the upper-right corner of the screen. The more stars, the more you're wanted, and the more cops and eventually federal N.O.O.S.E. (National Office of Security Enforcement) agents deploy to hunt you down.

Even in the early going you can get a full Wanted Level of six stars without opening any other islands. If you try to travel to another, unlocked island, your Wanted Level will automatically bump up to six stars. *Ouch!*

LOSING THE HEAT

You no longer have to rely as much on Pay 'n' Sprays to lose your Wanted Level in *Grand Theft Auto IV*. They're very helpful for high Wanted Levels, but only work if the cops don't see you enter one. To lose a Wanted Level, now all you have to do is escape the Wanted Zone (the blue and red flashing zone on the map and radar). Just take unorthodox routes and watch the radar for cops on the streets ahead, while tying to aim for the nearest edge of the Wanted Zone. Steer your way around oncoming police by heading down side streets to stay off the major roads (long stretches of road are good for escaping low Wanted Levels quickly). Once you leave the Wanted Zone, hide and wait until the Wanted Level clears before you drive off again. You can also lose a Wanted Level by completing a mission and sometimes by starting one.

1-2 STARS

At one or two stars, the police cruiser is the only vehicle employed to pursue you. The level of police aggression escalates appropriately from one to two stars. At two stars the police will open fire and shoot to kill.

Wanted Zone

The Wanted Zone increases size in relation to the size of your Wanted Level. This is easily seen by zooming out your radar or by viewing the map in the pause menu. The larger the Wanted Zone the harder to escape it.

3 STARS

More police cruisers take up the chase than before, and they do so more aggressively; roadblocks begin appearing now. The police pursuit adds the brawny Patriot SUV and the LCPD Maverick helicopter. The chopper tracks you from the air and, at night, uses a spotlight to illuminate your position; a sniper rifleman also targets you from the craft. Finally, if you try to escape via swimming or boat, LCPD Predator boats spawn in the water to give chase. Shooting a cop automatically earns you a 3-star Wanted Level.

Stolen Chopper

In the early going, stealing a helicopter is a nice way to travel. It's also a good way to lose your Wanted Level.

4-5 STARS

At four stars, police now deploy the Annihilator helicopter gunship, and the shooters aboard the chopper are armed with an assault rifle. N.O.O.S.E. agents and vehicles make their first appearance, including the N.O.O.S.E. cars and Enforcers, as well as the Patriots and the Annihilator. The N.O.O.S.E. troops are heavily armored and armed, and they pursue you very aggressively as a team if you try to seek shelter on foot. The roadblocks are much tougher to breach now.

The five-star pursuit is similar to four stars, but now F.I.B. closes off all bridges, using Enforcer roadblocks and barricades, trying to confine you to your current island.

6 STARS

If you've earned a six-star Wanted Level, the angry cops now deploy multiple Annihilators. Patriots disappear; instead, N.O.O.S.E. employs more N.O.O.S.E. cars and their rugged Enforcers—plus the nasty Annihilators. F.I.B. agents in Buffalos also enter here. Police now shoot while driving. It gets very intense. Escape becomes very, very difficult. Take out or lose the helicopters and sneak into the nearest Pay 'n' Spray!

Xbox 360 Achievements

There are 50 Xbox 360 Achievements available in Grand Theft Auto IV, broken down into 1000 possible points of total Achievement.

Mission Achievements

Name	Points	Achievement
Off The Boat	5	Complete the first mission.
Fed The Fish	5	Complete mission "Uncle Vlad."
Lowest Point	5	Complete mission "Roman's Sorrow."
Gracefully Taken	10	Complete mission "I'll Take Her."
Impossible Trinity	10	Complete mission "Museum Piece."
Full Exploration	20	Unlock all the Islands.
That Special Someone	10	Complete mission "That Special Someone."
You Won!	60	Complete the final mission.
Liberty City Minute	30	Complete the story missions in less than 30 hours.
Key To The City	100	Achieve 100% in "Game progress" statistic.

Friend Achievements

Name	Points	Achievement
Driving Mr. Bellic	10	Unlock the special ability of taxi.
Retail Therapy	10	Unlock the special ability of buying guns from a friend.
That's How We Roll!	10	Unlock the special ability of helicopter.
Dial B For Bomb	10	Unlock the special ability of phoning for a bomb to be placed.
Liberty City (5)	20	After meeting all possible friends, the ones left alive all like you above 90%.

Activities Achievements

Name	Points	Achievement
One Hundred and Eighty	10	In a darts game score 180 with 3 darts.
Pool Shark	10	Beat a friend at Pool.
King of QUB3D	15	Beat the high score in QUB3D.
Gobble Gobble	10	Score 3 strikes in a row, a turkey, in 10-pin bowling.

Odd Job / Side Mission Achievements

Name	Points	Achievement
Courier Service	10	Complete all 10 package delivery jobs.
Order Fulfilled	10	Complete all 10 Exotic Exports orders.
You Got The Message	20	Deliver all 30 cars ordered through text message.
Dare Devil	30	Completed 100% of the unique stunt jumps.
No More Strangers	5	Meet all the random characters.
Cleaned the Mean Streets	20	Captured 20 criminals through the police computer.
Manhunt	15	Complete the Most Wanted side missions from the police computer.
Endangered Species	50	Collect every hidden package in the game.
Assassin's Greed	20	Complete all 9 assassin missions.

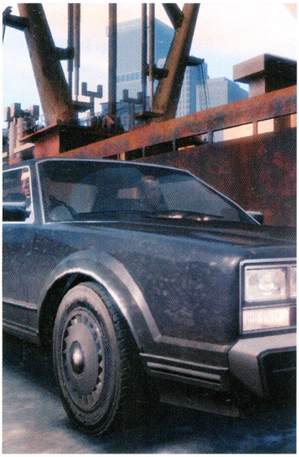
Off Mission Achievements

Name	Points	Achievement
Finish Him	15	Complete 10 melee counters in 4 minutes.
Wheelie Rider	30	Do a wheelie lasting at least 500 feet on a motorbike.
Rolled Over	30	Do 5 car rolls in a row from one crash.
One Man Army	40	Survive 5 minutes on 6-star Wanted Level.
Walk Free	50	Lose a 4-star Wanted Level by outrunning the cops.
Chain Reaction	20	You must blow up 10 vehicles in 10 seconds.
Genetically Superior	25	Come in first in 20 single-player street races.
It'll Cost Ya	5	Complete a taxi ride without skipping from one Island to another.
Sightseer	5	Fly on all helicopter tours of Liberty City.
Warm Coffee	5	Successfully date a girl to be invited into her house.
Half Million	55	Reach a balance of $500,000.
Under The Radar	40	Fly underneath the main bridges in the game that cross water with a helicopter.

Multiplayer Achievements

Name	Points	Achievement
Teamplayer	10	Kill 5 players who are not in your team, in any ranked multiplayer team game.
Cut Your Teeth	5	Earn a personal rank promotion in multiplayer.
Join The Midnight Club	10	Win a ranked multiplayer race without damaging your vehicle too much and with damage enabled.
Fly The Co-op	15	Beat Rockstar's timeS in ranked versions of "Deal Breaker" (7:04), "Hangman's NOOSE" (2:32), and "Bomb da Base II"(5:56).
Taking It For The Team	10	Be on the winning team in all ranked multiplayer team games.
Top The Midnight Club	20	Come first in 20 different ranked standard multiplayer races.
Auf Wiedersehen Petrovic	30	Win all ranked multiplayer variations, all races and "Cops 'n Crooks", as both sides.
Top Of The Food Chain	10	Kill 20 players with a pistol in a ranked multiplayer deathmatch.
Let Sleeping Rockstars Lie	10	Kill a Rockstar Developer in a ranked multiplayer match.
Wanted	20	Achieve the highest personal rank in multiplayer.

Main Story Walkthrough

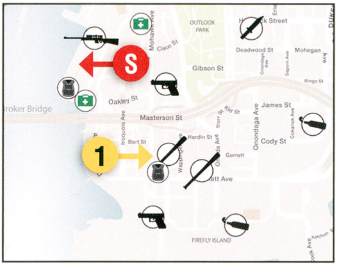


Our story begins aboard the Platypus, a merchant navy vessel arriving portside in Liberty City, gateway to the "land of opportunity." One of the crew is a Serbian national named Niko Bellic, a man haunted by war memories and running from past mistakes. Niko is a realist, but like many immigrants, he dreams of making it big in America. His plan is to meet up with his successful cousin, Roman.

The Cousins Bellic

Roman

Unfortunately, Roman Bellic has overstated his success just a bit. When he finally arrives at the East Hook docks, his sports car turns out to be a city taxicab… and he's a little too "happy" to drive. Maybe Niko had better take the wheel.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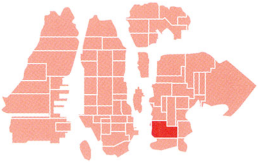
1
OUTLOOK PARK
Mohawk Ave
Cisco St
Gibson St
Deadwood St
Mohegan
Oakley St
roker Bridge
Masterson St
James St
Cody St
Hardin St
Garrett
Bart St
Iroquois Ave
Onondaga Ave
FIREFLY ISLAND



Main Objectives

- Drive to Roman's apartment.
- Park in the yellow marker.

Prerequisites

- Start the game.

Fail Conditions

- Roman dies.
- Roman's cab is destroyed.

New Elements Introduced

- Basic movement.
- Driving a vehicle.
- Using the radar map to follow a route.
- Following yellow GPS routes to destinations.
- Opens the first safehouse (Roman's apartment).

Make it Quick!

Although the yellow line plotted on the radar map always indicates the "shortest legal route" to your destination, it is not always the *fastest* route.

Mission

Drive to Roman's place.

This is a simple tutorial mission. You start out near the East Hook docks **(S)** at the wheel of Roman's cab; Roman sits in the passenger seat. Onscreen instructions guide you through the basics of driving a vehicle and using the radar map. Your goal is to simply follow the yellow line plotted by your GPS system to reach Roman's apartment **(1)** in Hove Beach, indicated on the map by the yellow blip.

Feel free to cruise the city streets a bit and get comfortable with the driving controls. (Roman keeps you entertained with inebriated banter.) But note Roman's comment about the city's bridge access being cut off because of terrorist threats. When you arrive at Roman's place, drive into the yellow marker to complete the mission and trigger the next scene.

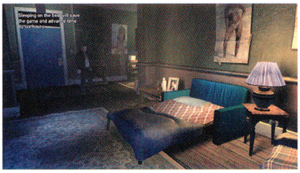
Roman's Apartment

The Hove Beach district is an enclave of struggling Eastern European immigrants, and Roman Bellic's "mansion," like his car, is somewhat underwhelming. As Niko puts it, "Immigrants here do not make it very far from the boats they come in on." Roman rushes off to get his taxicab back to the cab office and tells Niko to meet him there.

As Roman exits, he gets a nasty phone call from somebody named Vlad...

Save your game!

Roman's apartment is your first safehouse. If you want to save your game here, approach the bed and press the button indicated onscreen to trigger the save sequence: Niko takes a nap, advancing the game's time by six hours, and your progress is saved in the slot you select. Later in the game, you can arrange appointments with characters. You can use the bed to pass time more quickly while you wait, just don't be sleeping during the appointment hour!



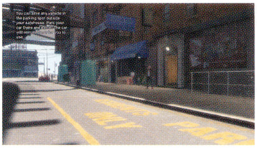
Sleeping on the bed will save the game and advance time by six hours

Auto Saving

You have the option of turning Auto Saving on or off in the Pause menu. Auto Saving does not save over your save files you create in the safehouse, instead it has its own reserved slot below your selectable slots. When turned on, Auto Saves save your progress after missions are passed, any Friend activity is completed, and other such accomplishments (but not for Flying Rats or Unique Stunt Jumps). If you were to shut down your system without saving, the Auto Save will save you! Look for the extra slot below your safehouse save slots and load the game from there if you forgot to save in one of your slots.

Liberty City Garages

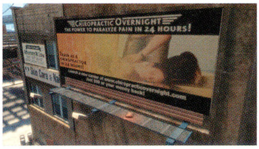
You're introduced to the new car-saving procedure when you step outside the apartment. It can be easily overlooked as you may be looking for a garage of sorts. Notice the "Reserved" or "Residents Parking Only" paint on the street outside your front door. This is where you park and save your car, just as garages were used in previous Grand Theft Auto games. You can find these parking areas outside each safehouse.



You can save any vehicle in the parking spot outside your safehouse. Park your car there and [illegible] The car will [illegible] you to use.

Free Weapons & Body Armor

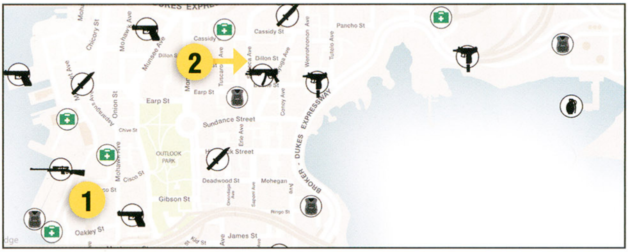
Free Weapons and Body Armor are much more "out-of-sight" in this game than ever before. Refer to our mission maps for general locations of nearby Weapons, Health, and Body Armor to gain the upper hand in battles before you are "formally" introduced to these amenities. There's Body Armor directly across the street from your first apartment; but it's not easy to get. See our location tips in the Liberty City Maps section of this guide for all the details.



It's Your Call

Roman

To trigger your next mission, follow the "**R**" icon on the radar map to the marker outside Roman's cab office, Express Car Service. (If there aren't any cops around, try jacking a car to speed up your trip.) This mission introduces you to phone use and controls, and engages you in your first car chase.


1
2
Cassidy St
Dillon St
Earp St
Sundance Street
Deadwood St
Gibson St
Oakley St
James St
Mohegan
OUTLOOK PARK
Pancho St
DUKES EXPRESSWAY
BROKER - DUKES EXPRESSWAY

Mission

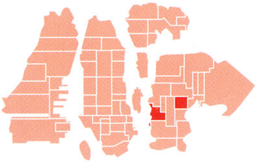
Take Roman to the hardware store.

The opening scene introduces you to Mallorie and a nasty Russian named Vlad, and you learn that Roman has debts. Roman wants you to take him to a hardware store on Dillon Street. Enter his cab **(1)** and drive, following the yellow GPS route to the destination in the Schottler district. On the way, he explains that the hardware store has backroom gambling, and he's playing with money he owes to some Albanian loan sharks. When you arrive, park in the marker outside Discount Hardware **(2)**.

Spot the loan sharks and phone Roman to warn him.

Roman gives you a cell phone with his new number programmed in it. He tells you to call if the Albanian loan sharks show up in their beige Willard, but instructs you not to hurt them, and then enters Discount Hardware. You must remain parked in the marker to trigger the loan sharks' appearance.

EXPRESS
CAR SERVICE
24 HRS
555-2222
555-3333



Main Objectives

- Drive Roman to the hardware store.
- Call Roman when the Albanian loan sharks show up.
- Drive Roman to safety at the cab depot.

Prerequisites

- Complete "The Cousins Bellic."

Fail Conditions

- Roman dies.
- Roman's cab is destroyed.
- Block the gambling den entrance.
- Fail to warn Roman about the loan sharks arrival.
- Fire a gun near, aim at, or injure the Albanians
- Keep blocking the path of the Albanians with your car.

New Elements Introduced

- Using/adjusting your cell phone.
- Red blips (enemies).

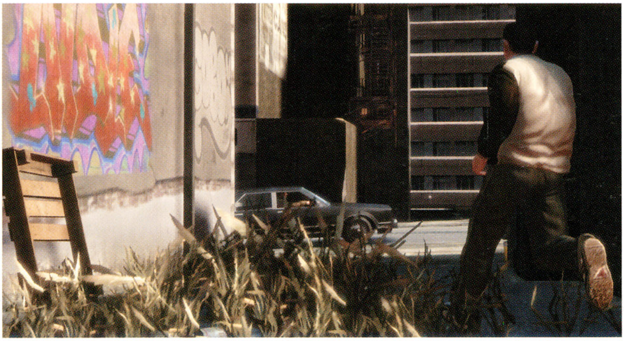
▲ Phone Contacts

Note the icon with Roman's name flashing above your radar map, indicating that his number has been entered in your phone. This happens every time a new contact is added to your phone list.

Bring up your cell phone interface, select Menu, and then select your Phonebook; Roman's name should be highlighted since it's the only one in the contacts list.

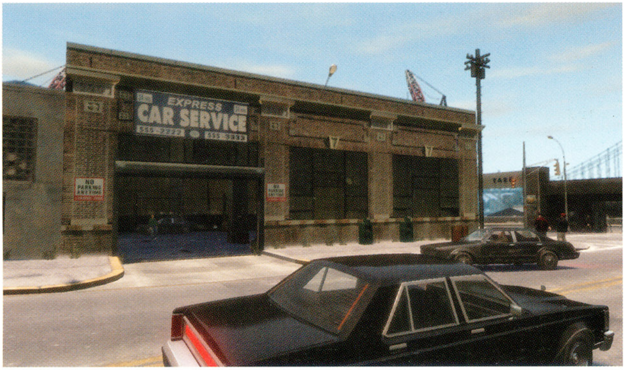
Spin your camera view around and check in all directions. If Roman calls, you can answer the phone to hear about his luck. After you hang up, get the phone ready to call Roman again, as before. A few seconds later, a beige Willard pulls up across the street and its two occupants get out—the Albanians! As they enter Discount Hardware, press your phone's Call button to warn Roman.

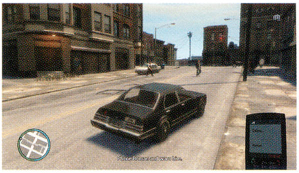
Roman slips out the store's back door, then hops into his taxi and tells you to drive back to the cab depot. He also reiterates not to hurt the loan sharks or the debt will just increase (and you'll fail the mission). Note that the Albanians' beige Willard now appears as a red blip on the radar map.



Lose the loan sharks and take Roman back to the cab depot.

The Albanians give chase—again, the car appears as a red blip on your radar, so you can monitor their position. Drive Roman to the cab depot **(1)** back in Hove Beach by following the yellow GPS route. Avoid ramming the Albanians and focus on a clean escape. During the ride, listen as Roman warns how Russian mobsters, "Vlad's bosses," run everything now. When you arrive, drive into the marker to reach safety. Then complete the brief tutorial on customizing your phone settings.





▲ Stay Out of the Way!

Don't try to block the Discount Hardware store entrance! You'll just spook the loan sharks and fail the mission.

▲ You Snooze, You Lose...

Putting your phone into Sleep Mode stops all of the story's phone calls and text messages. This halts your story progress until you disable it again.

Random Character Unlocked: Brian

Keep an eye out for blue Random Character icons on the map from here on out. When you see it, approach the person indicated by the icon to trigger an interaction. The nearest "Random Character" is a whack-job named Brian. Your first meeting with crazy, coked-up Brian nets you a cool Benjamin.

ZiT
WE'LL SPOT THE SONG FOR YOU
TRACKING TUNE
CALL 948-555-0100

Random Character: Brian

Prerequisites

- Complete Roman's mission, "It's Your Call."

First Encounter

Brian is usually the first Random Character you encounter in the game. You find him next to Roman's cab business after "It's Your Call." Look for the blue Random Character icon on the radar and approach Brian standing alone on the sidewalk.

Details

This segment is more of an introduction to Random Characters than it is a mission. All you need to do is approach Brian and talk to him. After he makes fun of you and your "just-off-the-boat" look, he hands you $100 as if it were an insult. That's it. Mission over.

Prerequisites

- Complete Roman's mission, "It's Your Call" and "Brian: First Encounter."

Fail Conditions

- Brian dies.
- Niko dies.
- You get busted.
- Showing up to deal in a police car.

Second Encounter

The second time you run into Brian is near Vlad's favorite watering hole, Comrades Bar, and your Schottler safehouse. He's tweaking hard this time and asks if you want to make a quick buck by taking him to his dealer to pick up the "biggest rock in the world."

Mission

Take Brian to his dealer in Hove Beach. Follow the yellow blip on the radar, then pull into the marker near an alley. Brian makes the deal and gets back into the car. Your next stop is in Wappinger. Follow the yellow GPS route just a few blocks away and drop Brian off. Simple, quick money.

Third Encounter

The third and final time you meet Brian is Downtown, on a street corner as usual. He seems to have cleaned up his act a bit and feels guilty for the mess he's made of his life. He's engaged and is receiving professional help for his addiction. He wants you to help him with his nine-step plan for recovery.

Prerequisites

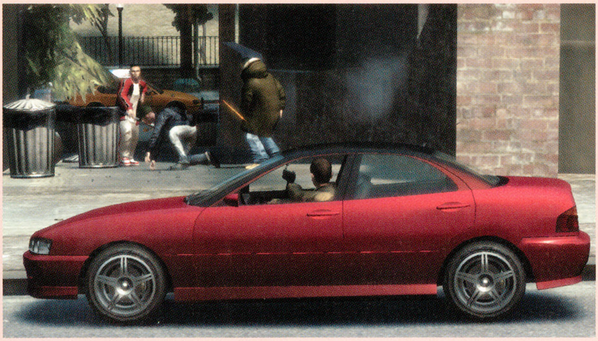
- Complete Roman's mission, "It's Your Call."
- Complete "Brian: First Encounter."
- Complete "Brian: Second Encounter."

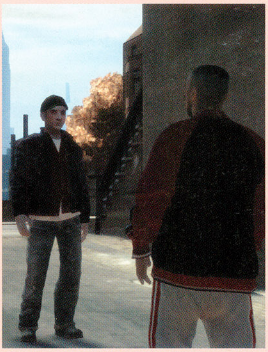
Fail Conditions

- Brian dies.
- Niko dies.
- You get busted.
- Showing up to deal in a police car.

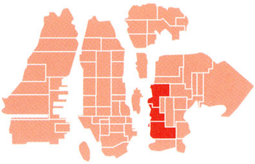
Mission

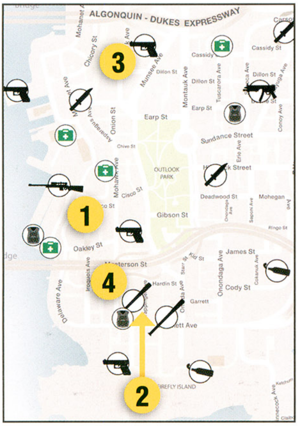
Get a car and pick up Brian. Follow the yellow blip on the map to the group of Brian's former dealers to whom he must apologize. They do not accept his attempt at remorse and ground him with a baseball bat. Remain in the car and use drive-by shooting or jump out of the car with an assault rifle and take out the two dealers. Then get back into the car and wait for Brian to enter. Take him back to his place, following the yellow blip to Wappinger.





Three's a Crowd




ALGONQUIN - DUKES EXPRESSWAY
1
2
3
4
Chicory St
Mohanet Ave
Munsee Ave
Cassidy St
Dillon St
Montauk Ave
Tuscarora Ave
Earp St
Onion St
Sundance Street
Chive St
OUTLOOK PARK
Erie Ave
Deadwood St
Mohegan Ave
Gibson St
Cisco St
Oakley St
Iroquois Ave
James St
Onondaga Ave
Hardin St
Garrett
Cody St
Delaware Ave
FIREFLY ISLAND
Ringo St
Conoy Ave

Roman

Roman sends a text message urgently requesting your help back at the cab depot. Drive or walk into the marker outside Express Car Service (marked on the radar map by the "**R**") to trigger the mission's opening scene. After Niko helps Roman fend off the Albanian thugs named Dardan and Bledar, Roman asks his cousin to pick up his girlfriend Mallorie and her friend at the Hove Beach subway station.

Main Objectives

- Pick up Mallorie and Michelle at the subway station.
- Take the girls to Michelle's apartment.
- Go to the Russian clothes shop on Mohawk.
- Buy new clothes.

Prerequisites

- Complete "It's Your Call."

Fail Conditions

- Mallorie is killed or injured.
- Michelle is killed or injured.
- Roman's taxi is destroyed en route to the girls.
- Disrupting the shop owner before buying clothes.

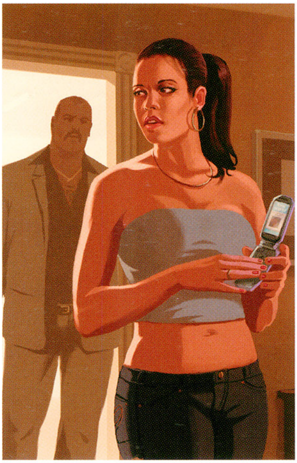
New Elements Introduced

- Clothes shops.

Mission

Drive Roman's cab to the subway station.

Get in Roman's taxicab **(1)** and follow the yellow GPS route to the Hove Beach subway station **(2)**. Drive into the marker and then honk your car horn, attracting the girls' attention. Mallorie and Michelle hop in the car.



Take the girls to Michelle's apartment.

Follow the new yellow blip to drive the two girls to Michelle's apartment **(3)** up on Rotterdam Hill. Mallorie suggests you need "new threads." When you arrive at your destination, pull into the marker.

Go to the clothes shop on Mohawk.

After you drop off the girls, Niko automatically calls Roman, who suggests you hit the clothes shop on Mohawk and "get something a bit more twenty-first century." Follow the shirt-shaped icon on your radar map to find the marker just outside the front door of the Russian clothes shop **(4)** in Hove Beach, not far from Roman's apartment. Exit the car and walk into the marker to enter the shop.

Buy some new clothes.

Read the onscreen instructions on buying clothes, then purchase any article of clothing—jeans, hat, boots, sneakers, fatigues, track top or pants, down or leather or flight jacket, Hinterland coat, *anything*—to complete the mission. When you exit the clothes shop, Niko automatically calls Roman to report his new purchase.

First Date

Michelle

After you meet Michelle in "Three's a Crowd," you can call and ask her out, or you can wait for her to call you for a date. Either way, the Michelle icon (an "**M**" with a heart) appears on the map, marking the location of her apartment on Rotterdam Hill. Drive to her place and park in the marker.

Main Objectives

- Drive Michelle to the carnival on Firefly Island.
- Bowl with Michelle at Memory Lanes.
- Drive Michelle back to her apartment.

Prerequisites

- Complete "Three's a Crowd."

Fail Conditions

- Michelle dies.
- Harrass bowling clerk or other acts of violence toward other peds.
- Scare or abandon Michelle
- Destroy Michelle's car.

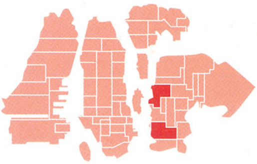
New Elements Introduced

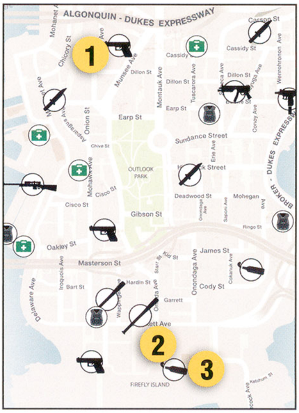
- Dating.

◎ New Mission Strand Opens!

Once you complete "Three's a Crowd," you can call Michelle and ask her out... and if you don't call her, she'll soon call and ask you out. After setting up a date, the Michelle icon—an "M" with a heart—appears on your map. If you go out with Michelle right away, drive to her apartment to trigger "First Date," the next mission in our walkthrough.

Roman will then call only if you get near Michelle's place for the first date. At this point, you must decide between dating Michelle and helping Roman. If you choose the date first, then Roman ends up in the hospital. If you want to speed up your playthrough, it's quicker to help Roman before going on the date with Michelle.




ALGONQUIN - DUKES EXPRESSWAY
DUKES - BROKER EXPRESSWAY
Mohanet Ave
Chicory St
Munsee Ave
Cassidy
Cassidy St
Carson St
Dillon St
Montauk Ave
Tuscarora Ave
Earp St
Onion St
Sundance Street
Outlook Park
Mohawk Ave
Cisco St
Deadwood St
Mohegan Ave
Gibson St
Oakley St
Masterson St
James St
Iroquois Ave
Bart St
Hardin St
Onondaga Ave
Cody St
Garrett
Delaware Ave
Firefly Island
1
2
3

♡ Dating

Niko Bellic can date five different women in Liberty City during the course of the game. Two of them, Michelle and Kate, he meets automatically; each plays a role in the game's main story. But Niko can meet three other potential girlfriends via the internet: Kiki and Carmen on the dating service website *Love-meet.net*, and Alex on *Craplist.net*.

Each of the five dateable women manifests unique behaviors, and each has a very specific set of preferences for cars, food, how Niko dresses and drives, and recreational activities. Here's a quick overview of how to date women. Use this as a guide for Niko's love connections in Liberty City—and while you're at it, apply it to your real life, as well.

Arranging a Date

After Niko's initial contact with Michelle, and then later Kate (following the Packie McReary mission, "Waste Not Want Knots"), that woman's phone number appears in his cell's phonebook. Call her to see if she's interested in going out. Sometimes she answers and says yes. Other times, she doesn't answer (during her sleep hours, for example) and you get her answering machine. And sometimes she answers... but she's not available or, if you've had previous dates with her go poorly, she's just no longer interested in dating you. Once a date is made, the woman's location appears as a blue blip on your map.

If Niko doesn't make the first move after initiating contact with a potential date, or if Niko doesn't contact the woman within a reasonable amount of time after a successful date, she will take the initiative and call Niko to suggest getting together. When this happens, you have the option to accept or reject the invitation—and Niko's always nice about it.

▲ Not During Missions

Dateable women only answer their phones when Niko is between missions. Once you've triggered a mission, any call to a girlfriend goes right to her answering machine until after you complete or fail the mission.

The "How-To" of Dating

After you arrange an outing over the phone with one of the women, you have 60 minutes of game time to go pick her up. Follow the blue blip to her location. She'll be waiting on the sidewalk outside her place; just pull up and honk your horn to get her attention. She then gets in the car, and a number of "date venues" appear as yellow blips on your map. In general, date venues are restaurants, clubs, or places with games you can play.

Follow a map blip and move into the destination marker when you arrive. This triggers the activity. If the venue is a restaurant or club, you just watch the cut-scene as Niko and his date enter the place and eat, drink, or watch the show. If the venue is a gaming place, you can actively participate in the games available: shoot pool, play darts, or bowl.

Choosing a Venue

Again, each dateable woman has specific likes and dislikes. Listen for clues when you first meet each woman, and as you drive to and from date venues. For example, Michelle tells you outright that she likes games, and in "First Date" you must take her bowling—an activity she obviously enjoys. (See Michelle's Girlfriend profile on the next page for the details on her likes and dislikes.)

After you select a venue by entering its destination marker, listen to your date's comments as you enter the place, and listen again as you return to your vehicle afterward; you'll gain even more insight into her tastes.

▲ Venue Options

The blips you see on your map mark the date venues closest to your current location. However, they're not the only places you can take your date. As you travel across Liberty City, more date venues pop up on your map. (See our Points of Interest maps in the Liberty City Maps section of this guide for exact locations.)

Other Considerations

Each woman's likes and dislikes extend to Niko's car, his clothes, and even his driving. In general, you should dress nicely, drive safely, and avoid doing things like killing innocent bystanders and punching out your date or other people nearby. Note that none of the girls like bloody clothes, no matter where you bought them. Just keep in mind that the type of car you drive has the most profound influence on your girlfriend's contentment.

Date Success or Failure

If you pick a place that your date enjoys and things go well, she lets you know when you drop her off. Here you can try to extend the evening, or just say goodnight. If a date goes well, a thumbs-up icon appears above your radar map, and your "Like" stat for that character is raised; an unhappy date gets a thumbs-down and a lowered "Like" stat. In addition, the "Like" stat for the character goes up when you call to make a date, and goes down if you fail to show up for a date you arranged. Some girls dislike it when Niko is dating multiple women at the same time and even turn into stalkers.

Girlfriend Availability

In general, after you either finish a date or turn down an offer via phone, you must wait 10 minutes of real time until that woman will answer your phone call again. If you don't call a girl within two hours of real time, she'll become slightly irate. If you don't call her within four hours of real time, she'll get downright *nasty*. Just for the sake of being thorough, it's also worth mentioning that these women are not available for dating, nor will she call Niko, when she's asleep.

▲ How Many Can You Handle?

Niko can date as many women as are available at your current point in the game—at most, one "story" woman (Michelle or Kate) and the three internet women. Of course, it's quite a challenge to give that many women enough attention to remain in all of their the good graces (i.e., a "Like" stat above 60 percent) while still proceeding with missions.

Girlfriend: Michelle

Niko meets Michelle in "Three's a Crowd" (Roman mission) and their first date is actually a story mission, "First Date." After that, you can arrange additional dates with her until the completion of "The Snow Storm" (Elizabeta mission) She is awake from 6:00am to 11:00pm.

Cars she likes:	Roman's Cab, Merit, Voodoo, Banshee, Blista.
Cars she dislikes:	Futo, Fortune, Uranus, Primo, Solair
Niko clothes she likes:	Russian (low style), Hats, Glasses.
Niko clothes she dislikes:	Modo (mid style), Perseus (high style).

We've provided some data tables listing Michelle's opinions about various date venues. Each "Opinion" is quantified in a scale from 0 to 100, where 0 means she deeply despises the venue, 100 means she insanely loves the venue, and 50 means she thinks of the place as average.

Note that these are Michelle's *initial* opinions. Each time you take her to a specific place, her opinion of it drops by 5, and her opinion of all similar places drops by 1. (Example: If you visit a Burger Shot in Bohan her opinion of that specific place drops by 5, and her opinion of all other Burger Shots drops by 1.) When her opinion of a place drops below 25, she refuses to go there anymore.

Venue: Food	Opinion
Any Cluckin' Bell	50
Any Burger Shot	50
Any Diner	60
Pizza This	60
Mr. Fuk's Rice Box	50
Superstar Café	50

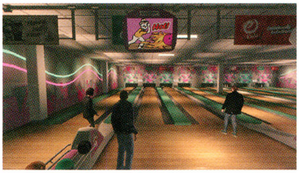
Venue: Drinking	Opinion
Comrades Bar	60
Steinway Beer Garden	70
Lucky Winkles	70
Jerkov's	50
Club Liberty	50

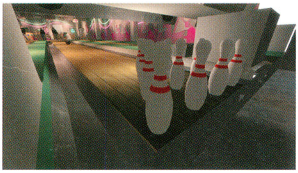
Venue: Activity	Opinion
Bowling	60
Darts	80
Pool	80
Strip Club	0

Venue: Shows	Opinion
Perestroika (Cabaret)	50
Split Sides (Comedy)	75

Mission

Watch the Tutorial





The mission opens with a quick overview of dating/friend activities, such as eating at restaurants, playing games, and watching cabaret or standup comedy acts. Your dates/friends have certain likes and dislikes that you must take into account if you want to develop the relationship. The benefit is that certain friends offer special abilities that can help you... but only if they like you enough. Examples include delivering guns or car bombs for "hard-to-hit" targets.

In this case, you learn that Michelle likes games and seems to be a neat freak because, uh, all of her furniture is brand new.

Take Michelle to the carnival.

After meeting up with Michelle **(1)**, you automatically end up driving her car. Follow the yellow blip to the marker **(2)** at the carnival fun park in the Firefly Island district. Man, she sure asks a lot of questions, doesn't she? When you arrive, you discover that the carnival is closed. Michelle exits the car and suggests bowling a few frames at a nearby bowling alley **(3)** on the boardwalk.

Go bowling with Michelle.

Follow the yellow blip up the ramp and then left along the boardwalk to the Memory Lanes bowling alley. When you enter, normally you would approach the main desk and buy a game, but this five-frame game with Michelle is free. Press the button indicated onscreen and walk into a yellow marker on an empty lane to start the game. Then follow the onscreen instructions to bowl.

Go back to Michelle's car and drive her home.

After you finish all five frames, walk back to Michelle's car **(2)** by following the blue GPS route. Get inside and drive Michelle back to her apartment **(1)**, marked by the yellow map blip. When you pull into the marker outside her place, the date ends.

▲ Good Date or Bad Date?

After each date, you get a thumbs-up or thumbs-down rating on your performance, displayed on the icon that appears just above your radar map.

Bleed Out

Roman

Roman still owes money to the Albanians that Niko scared off earlier, and now they have him trapped on the dilapidated basketball courts under the El Train in the Firefly Projects. His frantic cell phone call triggers this mission, which introduces you to the game's melee combat system.

Deliciously Infectious

Mission

Rescue Roman.

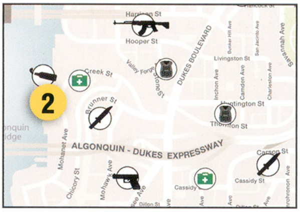
After Roman's phone call, follow the blue blip on your map to the basketball court in the Firefly Projects **(1)**. There you find Roman menaced by two of his Albanian loan shark tormentors, Bledar and Kalem.

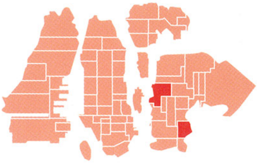
Beat up Bledar and Kalem.

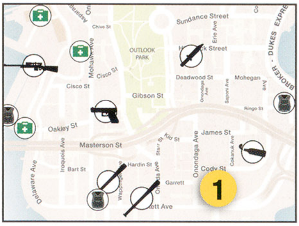
Bledar approaches you first as Kalem continues to stomp on the downed Roman. Here, onscreen instructions guide you through the basics of melee combat. Lock onto your target, Bledar, and use the various melee attacks to knock him silly. When he falls, do the same to Kalem. As you fight the second Albanian, you also learn how to dodge and counter, and how to block. Once Kalem falls, approach Roman to trigger a short scene in which you spot Dardan, who makes a wise choice and runs.

Get in Roman's car and chase Dardan.

Follow Roman to his taxicab and hop in, then speed after Dardan's car, which is marked by a red blip on the radar map. Stay as close as you can without losing control of your car! If Dardan gets too far away, he escapes and you fail the mission. Eventually, Dardan hops out of his car in the BOABO district **(2)** and makes a break up a nearby staircase.


2
Hooper St
Livingston St
DUKES BOULEVARD
ALGONQUIN - DUKES EXPRESSWAY
Mohanet Ave
Chicory St
Mohawk Ave
Cassidy
Cassidy St
Carson St
Huntington St
Thornton St
Savannah Ave

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Sundance Street
OUTLOOK PARK
Deadwood St
Mohegan
Cisco St
Gibson St
Oakley St
Masterson St
James St
Bart St
Hardin St
Garrett
Cody St
Onondaga Ave
Delaware Ave
Iroquois Ave
DUKES EXPRE
BROKER

Main Objectives

- Find Roman in the projects.
- Beat up Bledar and Kalem.
- Chase down Dardan by car and on foot.
- Beat up Dardan.

Prerequisites

- Complete "Three's a Crowd."

Fail Conditions

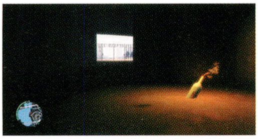
- Roman dies.
- Roman's cab is destroyed.
- Dardan loses you in the car chase.

New Elements Introduced

- New Friend Activities: Roman.
- Melee combat system.

Nearby Molotov

You'll find a Molotov in a nearby tunnel (see our map on the previous page). Tossing a Molotov at Dardan is much safer than facing a knife-wielding lunatic while unarmed.



FRIEND PROFILE: ROMAN

Roman likes the following seven activities*:

ACTIVITIES

- Bowling
- Darts
- Drinking
- Eating
- Pool
- Show
- Strip Club

DETAILS

Wake Time:
24 hrs.

Like Factor:
☺ Special Ability unlocked at 60%
☹ Drop off at 15%

Food Preference:
Initially will eat anywhere, but prefers high end restaurants later in the game. Burger Shot is his favorite.

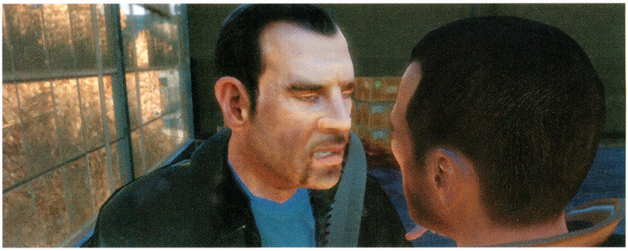
Nightspot Preference:
Anywhere.

Special Ability: Roman's Taxi
Call Roman and he'll send you a cab. You can then go wherever you like at no charge.

*** Participating in activities with Roman does not count toward 100% completion of the game.**

Take out Dardan.

Follow Dardan on foot (remember, he's the red blip on your radar map), chasing him upstairs until he turns to face you inside a large warehouse room. He wields a knife, but you can use the onscreen instructions on how to disarm an opponent. Once you nab his blade, attack. (Alternately, you could use our maps to locate nearby weapons, such as a Molotov, and easily defeat Dardan without disarming him.) When Dardan finally drops, follow the blue blip back to Roman's car.



Drive Roman to the garage.

Follow the yellow GPS route to drive Roman back to the cab depot **(1)**. When you arrive, pull into the marker to complete the mission.

Friend Activities Unlocked: Roman

This mission unlocks your first set of Friend Activities. Roman will call you at some point and ask you to come pick him up. His location is marked by an "R" icon on the map.

Easy Fare

Roman

Follow the "**R**" icon back to the cab depot and step into the marker to trigger this next mission. Another unpleasant exchange between Niko and Vlad is interrupted by Roman's arrival. Vlad suggests the cousins ought to do him a few favors as a way to help pay off Roman's debts. Then Roman sends Niko to pick up one of Roman's regular customers, Jermaine. This mission introduces you to police Wanted Levels and how to use Pay 'n' Spray shops.

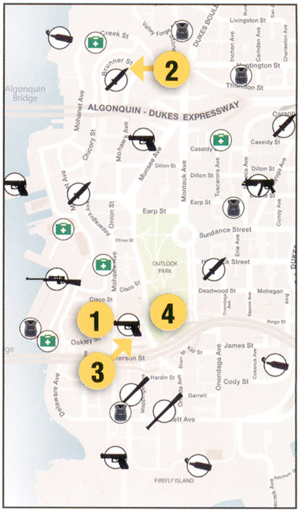
Mission

Drive Roman's car to Rotterdam Hill to meet his customer.

Hop in Roman's taxi **(1)** and follow the yellow route to the marker up on Rotterdam Hill **(2)**. Jermaine gets in the car and asks to go to Masterson Street.

Take Jermaine to Masterson Street.

Follow the yellow GPS route to the next destination **(3)**. Drive into the marker in a back lot off the main road. Jermaine exits the car to pick up some stolen parts from the garage. Here you get a quick tutorial on Wanted Levels, as police cruisers with wailing sirens suddenly fishtail into the lot.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4
3
Algonquin Bridge
ALGONQUIN - DUKES EXPRESSWAY
DUKES BOULEVARD
Creek St
Brunner St
Valley Forge
Livingston St
Huntington St
Thornton St
Cassidy St
Dillon St
Earp St
Sundance Street
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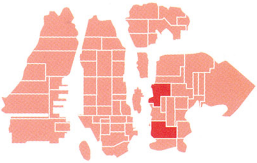
Cody St
Hardin St
Garrett
Delaware Ave
FIREFLY ISLAND



Escape the cops!

When someone sees you commit a crime, you become "wanted" by the law. Stars in the upper-right corner of the screen indicate the severity of your Wanted Level—the more stars onscreen, the more you're wanted and the more relentlessly the cops chase you. You start here with a two-star Wanted Level.

Follow Jermaine's advice and take evasive action as the police try to hunt you down and haul you in. When you're wanted, cops seek you only in the area marked by the circular zone flashing red and blue on your radar map. Squad cars are indicated on the map by flashing red/blue icons. Your goal, then, is to evade the police by driving out of the Wanted Zone.

When you leave the search area, the Wanted Level stars will start to flash. The stars will become grayed out when the cops lose sight of you. But your fugitive status goes away only gradually, so stay out of trouble and avoid police until the Wanted Level drops to zero stars again. As Jermaine says, "Don't attract any unnecessary attention."

▲ Shake the Heat!

With low Wanted Levels, you can usually just speed down a major road to quickly escape the zone. However, with higher levels, it's a good idea to avoid large streets where more cops will be waiting. Instead, zigzag down smaller side streets to throw them off your trail while keeping an eye on the radar to avoid running into any squad cars or foot patrolling officers ahead. The really fast way to ditch cops is to get out of their line of sight and then exit your car while the stars are blinking. This is almost always faster than just waiting for stars to go away on their own and the seconds you can shave off could make all the difference in being detected again by approaching cops.

Main Objectives

- Pick up Jermaine.
- Take Jermaine to his stash on Masterson Street.
- Escape the cops!
- Take Jermaine to the Pay 'n' Spray on Gibson Street.

Prerequisites

- Complete "Bleed Out."

Fail Conditions

- Roman's cab is destroyed.
- Jermaine dies.
- Niko is arrested.

New Elements Introduced

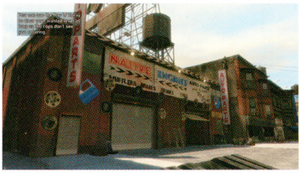
- Police Wanted Levels.
- Pay 'n' Spray shops.
- Opens the Vlad missions.

> **◎ New Mission Strand Opens!**
>
> **After you complete "Easy Fare," you get a call from Vlad, who has work for you. Vlad's location now appears on the radar map as a "V" icon. You can travel to the Comrades Bar on Mohawk in Hove Beach and then try "Bull in a China Shop," the first of a series of missions working for Vlad.**
>
> **Or you can return to Roman's cab depot and move on to the next mission for Roman, "Jamaican Heat."**

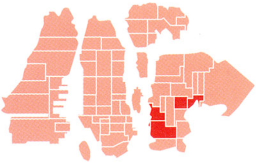
Take Jermaine to Gibson Street.

After losing your Wanted Level, you get a new destination. Follow the yellow GPS route to the marker outside an auto parts garage on Gibson Street called Native Engines **(4)**.

Native Engines is a "Pay 'n' Spray" establishment. If you pull into any Pay 'n' Spray garage undetected by cops, you automatically clear your Wanted Level. Note, however, that this doesn't work if the police spot you entering. A Pay 'n' Spray also repaints and repairs your vehicle for a nominal cost. This process advances the game clock by three hours.



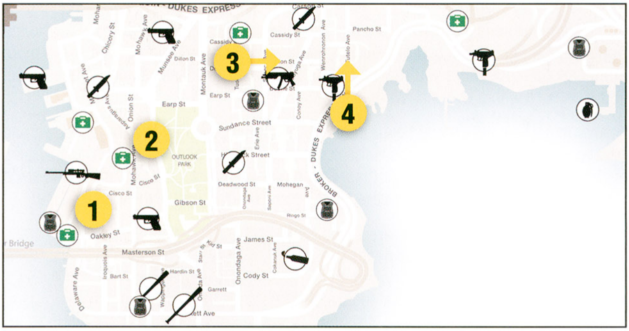
Try it by entering Native Engines with your current vehicle. This first visit is on the house.



Jamaican Heat

Roman

Follow the "**R**" icon to the marker at the cab depot. Roman tries to get Niko to talk about his war experiences, but Niko's not ready yet. Then Roman asks Niko to pick up another friend of his, Little Jacob, on Oneida Avenue in South Slopes.



1
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3
4
Dukes Expressway
Broker - Dukes Expy
Cassidy St
Pancho St
Earp St
Dillon St
Sundance Street
Outlook Park
Cisco St
Oakley St
Gibson St
Deadwood St
Mohegan Ave
Ringo St
Masterson St
James St
Cody St
Bart St
Hardin St
Garrett
Mohawk Ave
Chicory St
Montauk Ave
Wenrohronon Ave
Tutelo Ave
Delaware Ave
Iroquois Ave
Onondaga Ave
Bridge

> **Main Objectives**
> - Pick up Little Jacob at Outlook Park.
> - Drive Little Jacob to his meeting in Schottler.
> - Gun down the attackers.
> - Take Little Jacob to the Homebrew Café.
>
> **Prerequisites**
> - Complete "Easy Fare."
>
> **Fail Conditions**
> - Little Jacob dies.
>
> **New Elements Introduced**
> - Weapon inventory and using guns.
> - Opens Little Jacob missions.
> - Unlocks the Taxi Fare Procedural Missions.

Mission

Go and pick up Little Jacob.

Take a car **(1)** and follow the blue blip to Little Jacob **(2)**, who leans against the entrance gate to Outlook Park. (Check out the rules for "The People's Park" posted on the sign behind Little Jacob.) Honk your horn to get his attention. He hops in the car and sends you to Dillon Street in Schottler.

Go to Schottler.

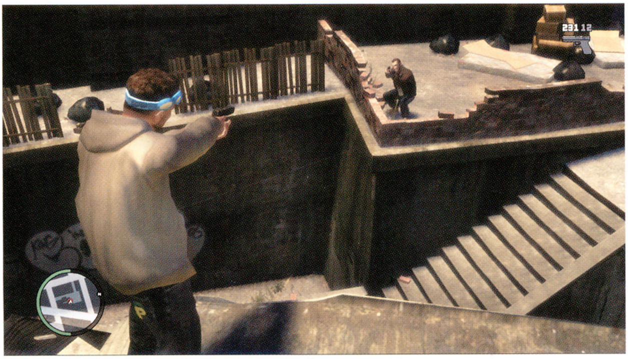
Follow the yellow route to Schottler **(3)**. On the way, Little Jacob gives you a "piece" (yes, a gun) and asks for backup if there's any "badness." When you arrive, get out of the car with Little Jacob. He sends you to a vantage point where you can oversee his meeting.

Go to the lookout spot.

Look at the yellow destination icon on your map. The arrow on it points up, indicating that the lookout spot is higher than your current location. Head down the alley and climb the stairs to the right, then step into the yellow marker on the landing. Pay attention to the onscreen tips on picking up and scrolling through weapons, as well as those for crouching and aiming.

Soon a trio of gangsters appears and confronts Little Jacob, opening fire. Return fire to protect Jacob, targeting all three of the thugs; the enemies have red icons over their heads. Remember that you can hold in the auto-targeting trigger to lock onto enemy targets.

After you reload, a fourth attacker emerges from a doorway up on the roof to your left. Gun him down! When this last Jamaican falls, Little Jacob asks to go back to the café **(4)**.



▲ Height Indicator

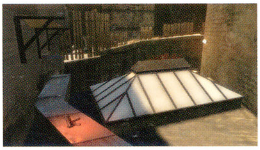
If your destination or target is located in a spot that's higher or lower than your current position, the GPS route icon marking the destination/target displays an up or down arrow to indicate its height in relation to you.

▲ Stay Low for Extra Accuracy

Remember that crouching when you shoot makes it easier to aim more accurately.

Post-Battle Pickups

After gunning down foes, be sure to pick up their weapons. Even if you already own that type of weapon, you still gain the extra ammo clips. Check our map on the previous page to find an SMG on an air duct in the back of this alley.



◎ New Mission Strand Opens!

Shortly after you finish "Jamaican Heat," you get a call from your new pal, Little Jacob, who needs some help. If you want, you can go meet him at his place on Dillon Street in the Schottler district; his location is now marked by the "LJ" icon on your map. This initial meeting triggers your first mission working for Little Jacob, "Concrete Jungle."

Get Little Jacob back to the café.

Descend to ground level and nab a car—wait until Little Jacob gets in before you drive off—then follow the yellow GPS route to his hangout, the Homebrew Café **(4)**. Little Jacob thanks you and lets you keep the gun. You automatically call Roman to report your success and Little Jacob is now added to your phone contacts.

Ⓣ New Procedural Missions: Taxi Fares

Shortly after you finish "Jamaican Heat," you get a call from Roman welcoming you to the "family business." Now you can call Roman anytime for cab-driving jobs. Just select Roman from your phone list and choose the Job option. Once you get the assignment, head to Roman's cab depot to get a car, then pick up and deliver the fare.

Note: These taxi missions are not part of the 100% completion list. Complete them anytime to pick up extra cash.

Ⓣ Procedural Missions: The Taxi Fare

Prerequisites

- Complete Roman's mission "Jamaican Heat."

Fail Conditions

- Niko dies.
- Your fare dies.
- You get busted.

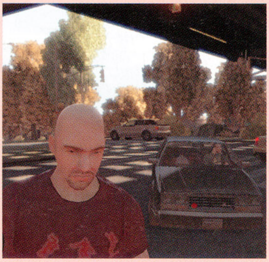
■ Not Part of 100% Completion

The Taxi Fare missions are not part of the 100 percent completion list, but you can do them any time to earn some extra cash.

After finishing "Jamaican Heat," you get a call from Roman, opening the cab-driving jobs. Just select Roman on your contact list and choose the Job option. He tells you to pick up his car from the cab depot (a blue blip on the radar appears). Once in the vehicle, the fare appears somewhere on the map and is represented by a yellow blip on the radar.

Pick up the fare, then drop them off where they want to go. As soon as they enter the cab, the target destination appears on radar. The sooner you reach the destination, the more likely you are to receive a larger fare. If you take too long, you may not get a fare at all.

After completing a fare, you can call Roman immediately and get another fare by again choosing the Job option. If you are already in Roman's cab, it's not necessary to return to the depot and get another. All the missions are similar to this scenario and the difficulty never ramps up, nor is number of fares per mission increased as you progress further into the missions as in previous Grand Theft Auto games.



Game Over

Roman's cab missions are no longer available after his depot is destroyed in "Roman's Sorrow."

Bull in a China Shop

Vlad

Vlad, the ugly Russian who torments Roman, has powerful connections and plenty of customers in need of "servicing." Niko decides to do some work for Vlad to help Roman repay his debt and to pick up a little cash on the side. You can track down Vlad by heading for the "**V**" map icon, marking the Comrades Bar just across the street from Roman's apartment (your safehouse) on Mohawk in Hove Beach.

In this first mission for Vlad, the Russian wants Niko to "teach a lesson" to a customer who owns a china shop on Camden Avenue in Dukes. This man is late on his protection payments and needs a little reminder. Vlad doesn't want the old fellow hurt, however... The mission introduces you to the fine art of picking up and throwing objects to smash things.

Main Objectives

- Go to the china shop.
- Find and pick up a brick.
- Smash the shop window.
- Bring the protection money back to Vlad.

Prerequisites

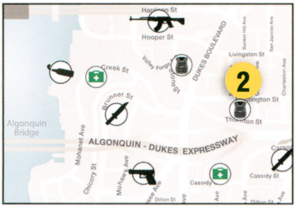
- Complete "Easy Fare."

Fail Conditions

- The old man dies.

New Elements Introduced

- Hailing taxicabs.
- Smashable/throwable objects.


Harrison St
Hooper St
DUKES BOULEVARD
Bunker Hill Ave
San Jacinto Ave
Livingston St
Charleston Ave
Creek St
Valley Forge
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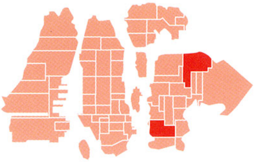
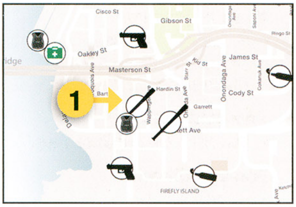
Brunner St
Huntington St
Thornton St
Algonquin Bridge
ALGONQUIN - DUKES EXPRESSWAY
Mohanet Ave
Chicory St
Mohawk Ave
Carson
Cassidy
Cassidy St
Dillon St
Dillon St




Cisco St
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Hardin St
Cody St
Wappinger Ave
Oneida Ave
Garrett
Delaware
ett Ave
FIREFLY ISLAND

✪ Mission

Take a taxicab to the china shop.

You can drive or take a cab to JJ China Limited in Cerveza Heights. Try hailing a taxi here **(1)**. Just step into the street and press the indicated button when you see a yellow cab passing. (Taxis will go to fixed locations or to any GPS blip you place manually.) Then approach the cab and *hold* down the Enter Vehicle button to enter as a passenger. If you do not hold the button, you will accidentally jack the cab. Select the yellow destination on the fare box: "Seneca Ave, Cerveza Heights, Dukes." This is the china shop's location.

Taking a taxi is a nice, relaxing, and direct way to travel. You can choose to watch the scenery along the way with different camera angles or just skip ahead immediately to your destination. You can even change the cabby's radio station and make phone calls if you wish. When you reach the shop, walk into the yellow marker just outside **(2)**.

Find something to throw through the shop window.

The shopkeeper isn't intimidated by you, and his doors are locked. Follow the green blip to the lot filled with rubbish. Move to one of the bricks on the ground and press the button indicated onscreen to pick up the projectile. The open palm icon in the upper-right corner indicates that you're holding a throwable object.

Throw the object through the window to show the owner you're serious.

Return to the china shop. (If you get lost, you can just follow the red GPS route back.) Follow the onscreen instructions to aim and throw the brick through a shop window. It may take a couple of tries before the glass shatters. (Alternatively, you could ram the shop with a car to break the window. You need a big car though, as a compact car doesn't have enough ground clearance.) Once you finally break the window, the old man rushes out to pay up.

Take the money back to Vlad.

Follow the yellow GPS route back to Vlad at the Comrades Bar in Hove Beach (or just take a taxi back). Drive or walk into the marker outside the bar to complete the mission and just see how pleased Vlad is with your work.

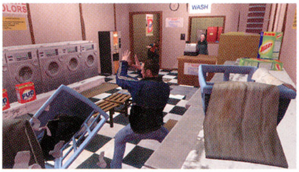
Hung Out to Dry

Roman

Follow the "**V**" map icon and step into the marker outside Comrades Bar to meet Vlad again. He has another local business, a laundromat, that owes him protection money, and Niko must play enforcer again. This time you'll have to chase down your mark.

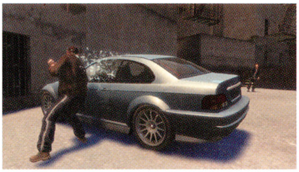
Mission

Go to the laundromat.



Simple enough by now—from your starting location **(1)**, just follow the radar map to your destination, a laundromat **(2)** not far away in Hove Beach. Walk into the marker in the doorway to trigger a scene in which the proprietor tosses laundry at you and makes a break for it.

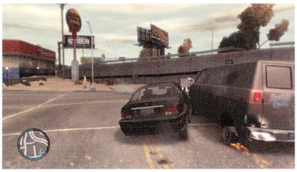
Chase the shopkeeper.

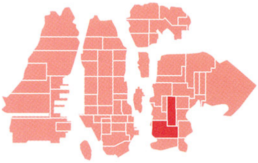


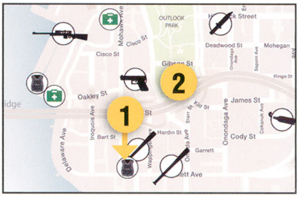
The shopkeeper runs out the back and hops in a store van (with a "Monthly Cycle Laundromat" logo on the sides) and drives away. Hurry outside through the back door, jack a car from the back lot, and give chase. You can't sabotage the van beforehand because any noise will spook the shopkeeper.

Ram the shopkeeper's van until he stops.

The shopkeeper's van appears as a red blip on your radar so you can track it on the map. The vehicle also has a red icon overhead that makes it easier to spot on the road. You can shoot at the van, but you run a risk of damaging it until it catches fire, which usually results in death—and you do not want to kill the shopkeeper. Try ramming the van repeatedly. If your car becomes disabled, quickly steal a new vehicle and continue your ramming assault until the van stops. At this point, you'll see a quick exchange between Niko and the shopkeeper. Afterward, Niko automatically calls Vlad to report his success.






OUTLOOK PARK
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Starr St
James St
Onondaga Ave
Cokanuk Ave
Iroquois Ave
Bart St
Hardin St
Cody St
Delaware Ave
Wappinger
Oneida Ave
Garrett
ett Ave

Main Objectives

- Go to the laundromat.
- Chase down the escaping shopkeeper and ram his van.

Prerequisites

- Complete "Bull in a China Shop."

Fail Conditions

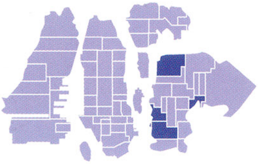
- Shop owner dies.
- Shop owner escapes.

Use GPS Waypoints

The shopkeeper's van escapes via a slightly tricky route, especially if you get funneled onto the expressway and can't get off quickly enough. Switch to the Map view once or twice to set waypoints on the escaping van's current location. This way, the GPS radar plots a legal route for you to follow. But always keep an eye out for good illegal shortcuts too!

Date Update

Have you tried arranging a second date with Michelle yet? If you haven't, now's a good time to give it a try... if you're interested.



Clean Getaway

Vlad

Follow the "**V**" icon to the Comrades Bar **(1)**. Vlad has yet another "collection" for Niko to make. A guy named Jimmy owes Mikhail, Vlad's boss, some money he hasn't paid. Vlad wants Niko to steal Jimmy's automobile, a silver Blista Compact, as payment for the debt. This mission introduces you to the fine public transportation available in Liberty City, as well as the use of car washes.

Main Objectives

- Take the train to E.I.C. station.
- Find and steal the silver Blista Compact.
- Wash the car at a car wash.
- Bring the car to Vlad's lockup.

Prerequisites

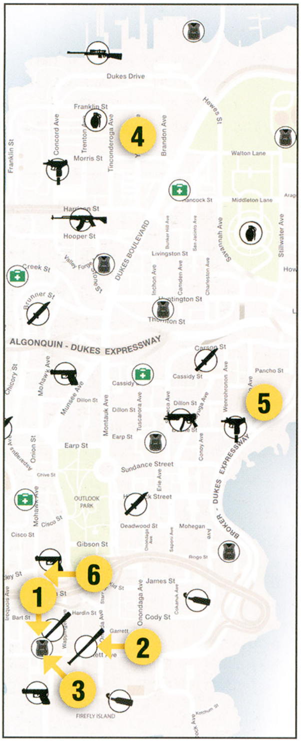
- Complete "Hung Out to Dry."

Fail Conditions

- Jimmy's car is destroyed.

New Elements Introduced

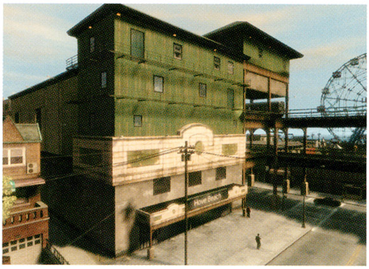
- Riding public transportation (train).
- Using a car wash.
- Performing a stun punch.



Dukes Drive
Franklin St
Concord Ave
Trenton
Ticonderoga Ave
Brandon Ave
Morris St
Franklin St
Hewes St
Walton Lane
Hancock St
Middleton Lane
Harrison St
Hooper St
Livingston St
Savannah Ave
Stillwater Ave
DUKES BOULEVARD
Creek St
Valley Forge
Brunner St
Huntington St
Thornton St
ALGONQUIN - DUKES EXPRESSWAY
Chicory St
Mohawk Ave
Munsee Ave
Cassidy
Cassidy St
Carson St
Pancho St
Dillon St
Montauk Ave
Tuscarora Ave
Earp St
Earp St
Sundance Street
Erie Ave
Onion St
Chive St
OUTLOOK PARK
DUKES EXPRESSWAY
BROKER - DUKES
Cisco St
Cisco St
Deadwood St
Mohegan
Gibson St
Ringo St
James St
Hardin St
Bart St
Cody St
Garrett
Onondaga Ave
FIREFLY ISLAND
Ketchum St
4
5
6
1
2
3

Mission

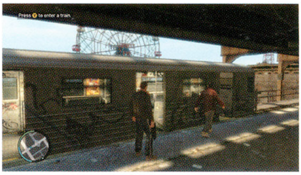
Go to the subway station.



Jimmy's Blista Compact **(4)** is parked in the Dukes projects up in the Steinway district, near the East Island City (E.I.C.) subway station. Vlad **(2)** won't give you a ride and tells you to take the train. Head up the street and around the corner to the right, following the yellow blip to the Hove Beach subway station **(3)**. Step into the yellow marker next at the entrance.

Go up to the station platform.

Your next destination, the station platform, is higher than your current location, so the yellow blip has an up-arrow on it. Enter the station and go up the ramp to the stairs, then climb the stairs and turn left to find the next marker near the train tracks.



Wait for the train to arrive.

You shouldn't have long to wait. (The train is the blue blip on your radar map.) When it arrives and its doors open, approach it and press the button indicated onscreen to step aboard. Read the onscreen notes on train travel and press the button indicated if you want to skip directly to your destination at the East Island City station.

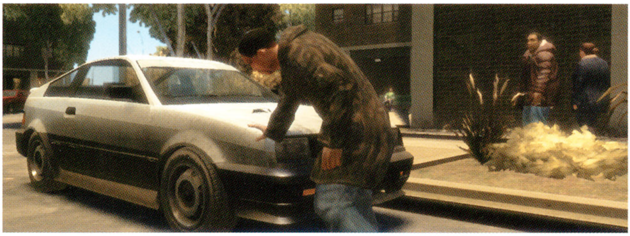
No Service for the Wanted

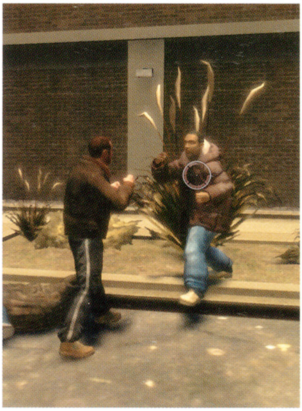
Taxis do not service criminals. You cannot enter the backseat of a cab when you have any stars. Trains are available until you have three stars.

Find and take the silver Blista Compact.

Descend the nearby staircase to street level and exit the station. Follow the blue radar blip to find Jimmy wiping down his prized Blista **(4)**. Approach him to trigger a conversation in which you announce that the car now belongs to Vlad and Jimmy dares you to take it.

You can just hop in the car and drive away. But note the instructions in the screen's upper-left corner for delivering a stun punch. Try it on Jimmy—lock onto him, approach him until the target reticle changes, then press the button indicated to perform the move and knock him out. After delivering the hit, get inside the silver Blista and start driving.

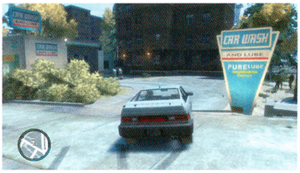




Logger
BEER
BORN 1874
Best Served With Your Sister!

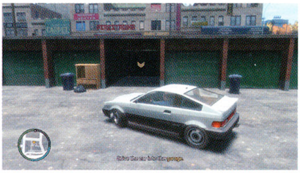
Take Jimmy's car to the car wash.

Your original destination is Vlad's lockup. But after Niko calls Vlad (this happens automatically) and reports that the car is dirty, Vlad orders you to get the vehicle cleaned at a car wash **(5)** on Saratoga Avenue. Follow the yellow GPS route to the Car Wash and Lube in Beechwood City, marked by the car wash icon on the map. Steer the dirty Blista into the marker at the entrance to trigger the car wash sequence. This sudsy experience can be ended whenever you choose or you can sit and watch the entire process, which is quite an impressive sight as layers of dirt are washed away.

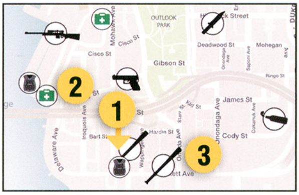

CAR WASH
AND LUBE
PURELube

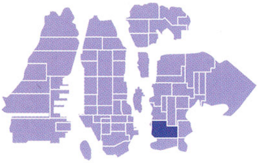
Now take Jimmy's car to the lockup.

Drive the clean Blista to Vlad's lockup **(6)** by following the yellow GPS route. When you reach the lot, steer the car into the garage with the yellow marker to complete the mission. Niko automatically calls Vlad to report the delivery, and Vlad invites you to stop by the bar soon for more work. Note that you'll hear different dialogue from Vlad, depending on whether or not you damaged the car while delivering it to him.



Ivan the Not So Terrible


OUTLOOK PARK
Mohawk Ave
Cisco St
Gibson St
Deadwood St
Mohegan Ave
Onondaga Ave
Saponi Ave
Ringo St
James St
Kid St
Starr St
Cody St
Hardin St
Bart St
Iroquois Ave
Delaware Ave
Wappinger Ave
Oneida Ave
1
2
3



Main Objectives

- Go to the cab depot and chase Ivan's car.
- Chase and corner Ivan on foot.
- Choose Ivan's fate.

Prerequisites

- Complete "Clean Getaway."

Fail Conditions

- Lose Ivan in the car chase.

New Elements Introduced

- Climbable objects.
- Story choice (red/blue flashing arrow blips).

Vlad

Follow the "**V**" icon to Comrades Bar. One of Vlad's associates, Ivan, has disrespected the big Russian boss, Mikhail Faustin. Vlad has arranged for Ivan to steal some paperwork from Roman's cab depot office. Unbeknownst to Ivan, Vlad wants Niko to catch him in the act and kill him, making it look like self-defense during a robbery. This mission introduces climbable objects and presents you with your first branching story choice in the game.

Mission

Go to Roman's garage.

The mission begins here **(1)**. Take your car and follow the yellow route toward Roman's cab depot **(2)**. Even before you arrive, Ivan is already making his escape via automobile.

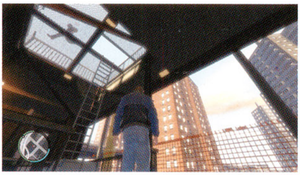
Chase Ivan's car.

Follow the red radar blip marking Ivan's car. When you get close, you'll see the red icon above his vehicle. Stay on Ivan's tail as he zigzags through the city. Eventually, he jumps out of his car at a construction site in Hove Beach **(3)**.

Climbing Tips

Read the onscreen text in the upper-left corner for climbing instructions. Note the button you can hold down to hasten your climbing.

Chase Ivan on foot into the construction site.



Keep following the red radar blip. Use the ladders to climb up after Ivan; just approach each ladder and press the button indicated onscreen to grab the rungs, then move the control stick as indicated to climb. The first ladder is near the entrance. When you reach the top, turn right to find the second ladder.

Ivan pleads with you as you chase him shouting, "Vlad's a bum! He set me up!" Follow his lead as he takes a running leap off the crane ramp, then chase him across the building tops, pressing the jump button to leap from one roof to the next. Keep after Ivan until you catch him on the last catwalk.

Choose Ivan's Fate!

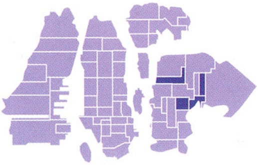
When you finally reach Ivan, you find him dangling by his fingertips from the catwalk's edge with nothing but air between him and the pavement a hundred feet below. Yes, my friend, that would be a nasty fall... Now what?

As the onscreen text explains, when an enemy's radar icon starts flashing between red and blue, you are given a moral choice: you can either kill this foe or let him live. Your choice may have story repercussions later, so consider your options carefully. In this case, you can either pull the dangling Ivan back up onto the walkway or kick his hands off the edge, sending him hurtling to his death. Either choice lets you successfully complete the mission. However, if Ivan lives, you not only feel less cruel, but can also profit from it later. A mercifully spared Ivan will reappear later in the game (after you complete "Actions Speak Louder Than Words") as a Random Character. You can then help him collect some money and he'll give you a portion as a token of his appreciation. Note also that you can shoot Ivan near the end of the chase, killing him before the spot where you're asked to choose his fate.

▲ Ivan's Fate

Your construction-site confrontation with Ivan introduces you to the game's story branching feature. However, the consequences either way in this case are not very dramatic; other choices you make later will have a greater effect on story and feature outcomes. When that happens, we will let you know what those outcomes are so you make a decision that you can live with.

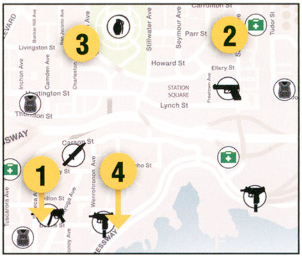
After completing this mission, Niko automatically calls Vlad to report that Ivan is "gone" (which he is, one way or the other, regardless of your choice). In response, Vlad makes a foolish admission, angering Niko and setting the stage for the "Uncle Vlad" mission later. This ends your missions for Vlad—no more "**V**" icon on the map.



Concrete Jungle

Little Jacob

Little Jacob, the Rasta dude Niko helped out back in "Jamaican Heat," now trusts Niko and admires his gun skills. He'd like some help on a few business deals he has in the works. Follow the "**LJ**" map icon to Little Jacob's place on Dillon Street in the Schottler district. He invites you to take a little drive; he has to make a deal on Saratoga Avenue in Willis and he wants a driver and backup. Yes that would be you…



Main Objectives

- Drive Little Jacob to his first meeting.
- Run or gun down the escaping thugs.
- Drive Little Jacob to his second meeting.
- Take cover and gun down Little Jacob's foes in the house.
- Drive Little Jacob back to the Homebrew Café.

Prerequisites

- Complete "Jamaican Heat."

Fail Conditions

- Little Jacob dies.
- You fail to kill all the runners.

New Elements Introduced

- Using cover during combat.

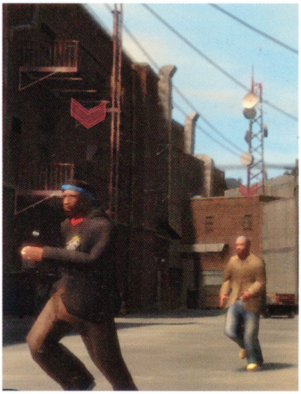
Mission

Drive Little Jacob to the apartment block in Willis.

From the mission start point **(1)**, follow the yellow GPS route to your destination in Willis. On the way, Little Jacob talks about the impending deal and mentions someone he calls "Badman." When you drive into the yellow marker **(2)**, Little Jacob hops out and orders you around back to keep watch.

Drive to the rear alleyway.

Turn left into the alley across the street from where you're parked and drive into the yellow marker. You sit for a few seconds until suddenly Little Jacob calls to report that the deal went bad. He wants you to nail the fools if they run out back.



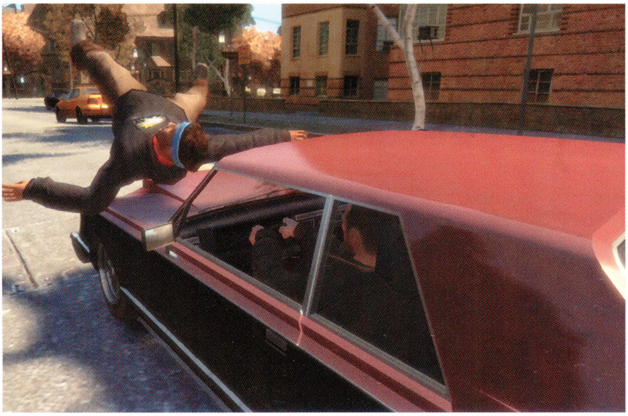
Waste the drug dealers.

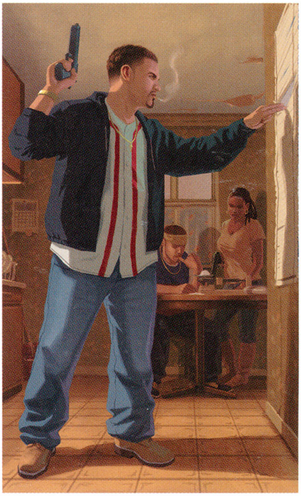
The three dealers burst from a nearby door and start running down the alley away from you. There are few ways you can deal with this situation. One option is to drive over them in your car while they're bunched together. Follow slowly and wait until they're either lined up or gathered in a clump, then accelerate hard and mow them down in a single blitz with your car. Back up over them and repeat if necessary—sometimes it takes an extra pass or two to finish them off completely.

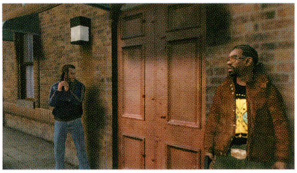
You can also shatter the driver's side window, then aim and shoot down enemies with a pistol or uzi or throw molotovs at them. Attacking from inside the car gives you temporary protection, but hopping out of your vehicle and then targeting with lock-on and shooting the drug dealers is much quicker and more accurate. Remember, the dealers are the ones with red icons over their heads. You may need to give chase because they'll run away.

Pick up Little Jacob and drive him to the townhouse in Meadows Park.

Drive your car and follow the blue blip to Little Jacob, who rejoins you and sends you to Savannah Avenue in Meadows Park **(3)**. He says Badman wants revenge on the dealers who set him up.

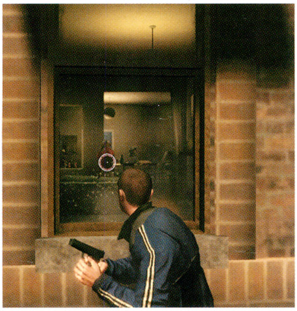






Go with Little Jacob to the front door.

When you arrive, follow Little Jacob up to the townhouse's front entry and walk into the yellow marker there. A prompt tells you to take cover behind the wall; press the button indicated onscreen. This triggers Little Jacob's next move—he kicks in the front door.



Nail the first two dealers inside.

Now use the onscreen instructions to lock onto targets when in cover, then spin out of cover and fire. The first attacker takes up a position inside on the staircase to the right. Gun him down!

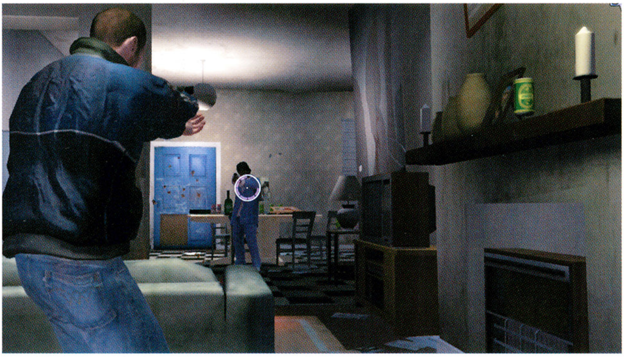
The next gunman is in the room on the left, barely visible through the doorway. Little Jacob can't get a shot on him, and calls for you to check the window for a better angle. Take cover under the windowsill, then pop up firing to nail the second dealer right through the glass. When you release the Fire button, Niko automatically takes cover again.

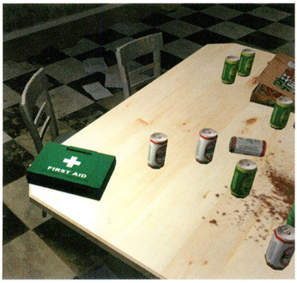
Follow Little Jacob into the house and take down all the drug dealers.

Breaking from cover can sometimes be challenging in the heat of battle. The key is to avoid touching the directional controls as you press the Cover button again to break the cover position. Next, release yourself from cover mode and hustle through the doorway behind Little Jacob. Duck into the left doorway to the living room and take cover behind the sofa beside Little Jacob.

▲ Slide to Cover

Try the running slide cover move when you enter the house with Little Jacob. Just press the Cover button while running toward cover to activate this very cool maneuver!





Two more drug dealers open fire from the kitchen, just behind a partition. Note the hole in it; you can aim through this and hit the dealer taking cover there. Also follow the onscreen instructions for blind firing while in cover; give it a shot. Manually aimed blind fire is also effective for taking out enemies with somewhat lucky shots without exposing yourself to enemy fire.

Move the cursor, while locked on with automatic aim, to target the enemy's exposed body parts. Also try manual aim for the most accurate shot. Many objects, such as the column the enemy is hiding behind in the kitchen, can be degraded with bullets until the cover is no longer effective. This tip goes both ways; don't put too much trust in destructible cover. Once you gun down both kitchen foes, the camera zooms in on the First Aid Kit on the table. Nab that to replenish your health, then exit the house.

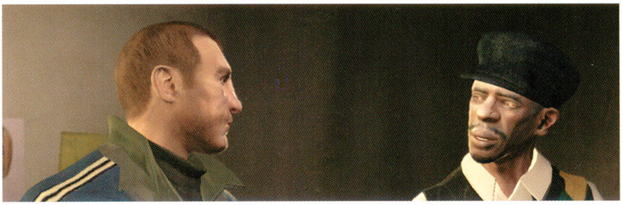
Take Little Jacob back to the Homebrew Cafe.

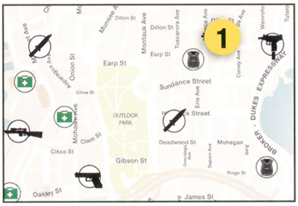
Hop in a car, wait for Little Jacob to join you, and then drive him back to his café hangout **(4)**. On the way, Little Jacob talks more about Badman… and Niko suggests that some of his own past mistakes may have resulted from following orders with too much blind loyalty.

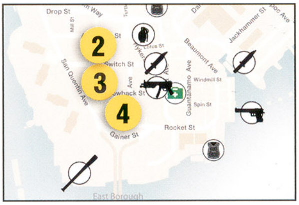
Shadow

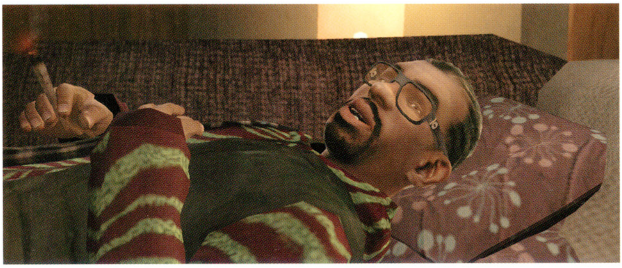
Little Jacob

Follow the "**LJ**" icon to the apartment building in Schottler **(1)**. Little Jacob needs help. Major drug suppliers are muscling in on his territory in South Bohan, an area where his partner, Badman, works the street. Your task here is to find one of the encroaching street dealers, tail him back to the supplier's apartment block, and then wipe them all out. If you do this for Little Jacob, he becomes your friend.




1
Dillon St
Earp St
Sundance Street
Outlook Park
Deadwood St
Mohegan
Gibson St
Cisco St
Oakley St
James St
Dukes Expressway
Broker


2
3
4
Drop St
Switch St
Gainer St
Rocket St
Spin St
Windmill St
Beaumont Ave
Jackhammer St
Guantanamo Ave
San Quentin Ave
East Borough

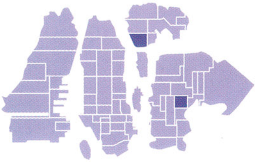


Mission

Find the dealer in South Bohan.

Follow the yellow GPS route to Franklin Street in the Fortside district of Bohan **(2)**. Walk into the yellow marker near the corner to trigger a scene: the street dealer sells out his stash and calls his supplier to order more "product."

Homebrew Cafe



Main Objectives

- Find the street dealer in South Bohan.
- Follow the dealer back to his drug suppliers.
- Take out the dealer and his suppliers.

Prerequisites

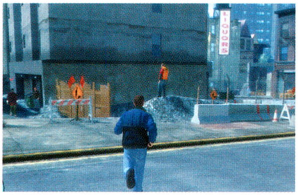
- Complete "Concrete Jungle."
- Complete "Do You Have Protection?"

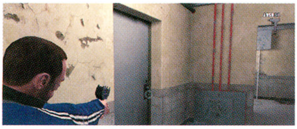
Fail Conditions

- You injure the street dealer.
- The dealer gets too far away, losing you.

New Elements Introduced

- Unlocks the Drug Delivery Procedural Missions.
- New Friend Activities: Little Jacob.
- New Random Character: Badman.





▲ Cause and Effect

If the dealer spots you, he locks the door and the element of surprise is lost, making for a more difficult fight.

New Procedural Missions: Drug Delivery

Shortly after you finish "Shadow", you get a call from Little Jacob offering you work delivering "packages" (drugs) to various customers around the city. Any time you want to earn some cash, select Little Jacob from your phonebook and then select "Job." If he has a delivery job available, he'll direct you to the pickup location. Once you make the pickup, just follow the onscreen directions after that. There are 10 delivery jobs available from Little Jacob.

Follow the dealer on foot to his supplier.

Fall in behind the street dealer; he has a red icon overhead. Stay close enough to avoid losing him, but try not to get *too* close or he'll notice that you're tailing him and take off running. Sometimes Roman may call while you follow this guy, so stay back a safe distance so the phone ringing doesn't spook your target. If he does run, you'll have to sprint to keep up, chasing him through buildings and over fences **(3)**. Eventually, he enters an apartment block **(4)**.

Follow the dealer up the apartment stairs, but don't attack him.

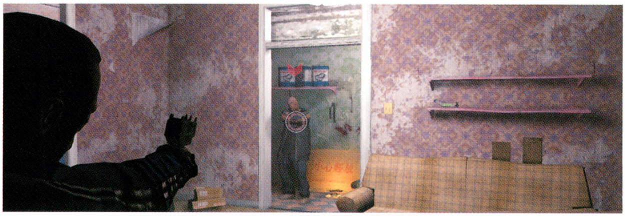
The street dealer climbs five flights of stairs. Again, stay close, but don't let him see you, and do not attack him. Let him lead you all the way to the drug supplier's room on the fifth floor. When you're just outside the apartment's door, get ready for a gunfight. If the dealer spots you he will lock the door and the element of surprise is lost, resulting in a more difficult fight.

If necessary, damage the lock to break open the door.

If you need to break the lock, it is marked in green on your radar. Shoot off the lock and then bust into the room firing.

Take down the dealer and his suppliers.

Use cover next to the doorway and shoot the door open to get a clear shot at the dealer cowering inside, behind a nook to the right. If the door swings shut, just shoot it again to throw it back open. Jump across the doorway while undercover by tilting the movement stick toward the other side of the door while pressing the Cover button. Niko jets across the open doorway and takes cover. Shoot one of the guys in the back room, then infiltrate that area. Use cover as you burst in, gunning down the remaining dealer in the back room.



Friend Activities Unlocked: Little Jacob

This mission unlocks friendship with Little Jacob. Keep in touch and meet him for his favorite activities so that he likes you better. If Little Jacob likes you enough (i.e., your "Little Jacob Like" stat rises above 75%), he can deliver some sweet weaponry to you by driving near your current location and selling you equipment from the trunk of his car for bargain prices. Check out Little Jacob's Friend Profile in the Drug Delivery Procedural Mission section of this chapter for details on this new alliance.

Random Character Unlocked: Badman

Completing "Shadow" adds another Random Character to the map, Badman. Always keep an eye out for blue Friend icons on your map. When you spot one, approach the person indicated to trigger an interaction.

Random Character: Badman

After completing Little Jacob's mission, "Shadow," you can find Badman sitting on a bench in front of the Pill Pharm pharmacy in East Island City. He asks you to join him for an attack on a Russian gang.

Prerequisites

- Complete Little Jacob's mission, "Shadow."

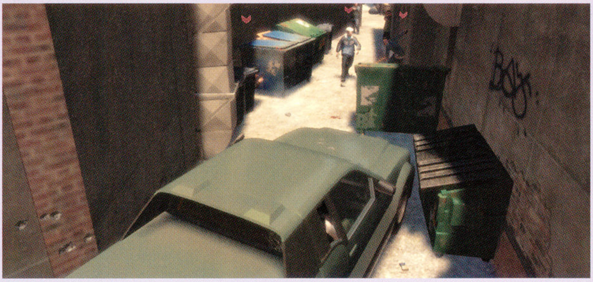
Fail Conditions

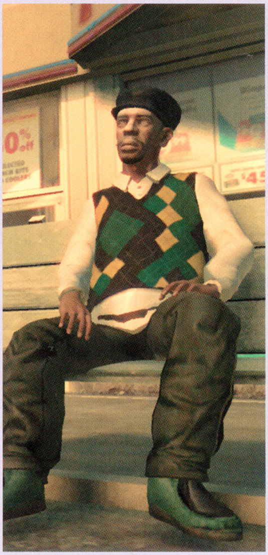
- Niko dies.
- Badman dies.
- You get busted.
- Letting the last thug escape.

Mission

Take Badman down to the alleyway off Carrollton Street.

Get a car and pick up Badman. Follow the red blip on the radar to the target location in Willis. Make sure you have full health and armor, plus an SMG and an assault rifle.





Take out the gangsters.

As you approach the target destination, five to six well-armed gangsters come into view. You can gas it through the alley and run down a good number of them, but you also risk collision, which could result in being pulled out of the vehicle by angry Russians with guns.

Another tactic is to perform drive-by attacks at the mouth of the alley, then exit the vehicle and finish off the remaining targets with an assault rifle. Once the thugs are eliminated, Badman walks off and the mission is a success.

Mission Failure

If you fail a mission, you may find that Little Jacob doesn't want to offer another one right away. This happens only if you're near the package pickup point. Try driving or taking a cab to a place far away from both of these locations and then call Little Jacob for a job again. Chances are he'll comply this time.

Drug Delivery Checklist

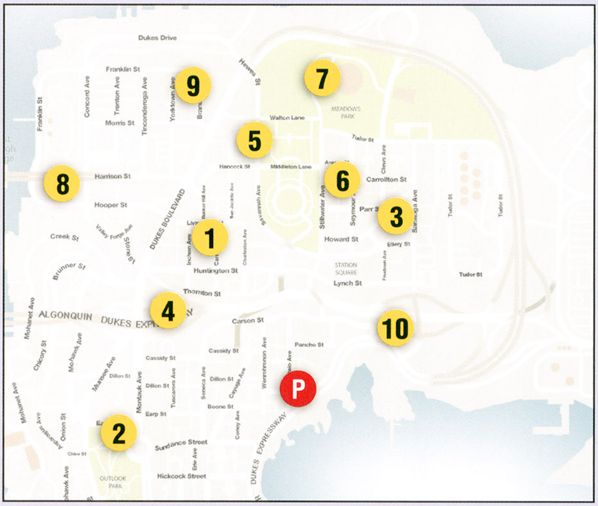
Map #	Scenario
1	Cerveza Heights Carstack Ambush
2	Outlook Park Ambush
3	Willis Alley Sting
4	Schottler Timer
5	Meadows Park Ambush
6	Meadow Hills Ambush
7	Meadows Park Festival Towers Sting
8	East Island City Tunnel Timer
9	Steinway Apartment Tower Timer
10	Beechwood City Timer

Random Mission Order

The 10 Drug Delivery missions could happen in any order, so the number associated with them here in this guide is strictly for identifying the drop locations.

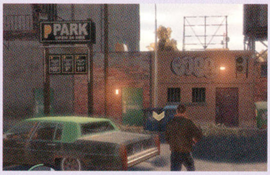
Procedural Missions: Drug Delivery

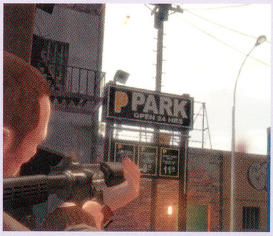
After completing "Shadow," you get a call from Little Jacob, offering you work delivering "packages" (drugs) to various customers around the city. To do this, select Little Jacob from your phonebook and then select "Job." If he has a delivery job available, he'll direct you to the pickup location. Once you have the package, just follow the onscreen directions. There are 10 delivery jobs available and the order in which you receive them is randomly selected. Making all of these deliveries brings you two ticks closer to the 100% completion of the game.


Dukes Drive
Franklin St
Concord Ave
Trenton Ave
Ticonderoga Ave
Yorktown Ave
Morris St
9
Hewes St
7
Meadows Park
Walton Lane
Tudor St
5
Harrison St
8
Hancock St
Middleton Lane
6
Carrollton St
Clews Ave
Hooper St
Dukes Boulevard
Creek St
Valley Forge Ave
Stone St
1
Stillwater Ave
Seymour Ave
Parr St
3
Saratoga Ave
Howard St
Ellery St
Station Square
Lynch St
Huntington St
Brunner St
Thornton St
4
Algonquin Dukes Expressway
Carson St
10
Tudor St
Pancho St
Mohanet Ave
Chicory St
Mohawk Ave
Cassidy St
Dillon St
Montauk Ave
Tuscarora Ave
Seneca Ave
Cayuga Ave
Boone St
Earp St
P
Onion St
2
Sundance Street
Hickcock Street
Erie Ave
Coney Ave
Dukes Expressway
Outlook Park
Olive St

Cerveza Heights Carstack Ambush

Pick up Little Jacob's junk heap-of-a-car containing the package **(P)** in the alley and deliver it to the carstack in Cerveza Heights **(1)**. Pull up next to the marker in the alley and draw a weapon, then step into the marker to make the deal. Two rooftop gunmen appear above you and three are behind you; one is behind you on the roof of the parking attendant booth and two exit the car that pulls into the alley.





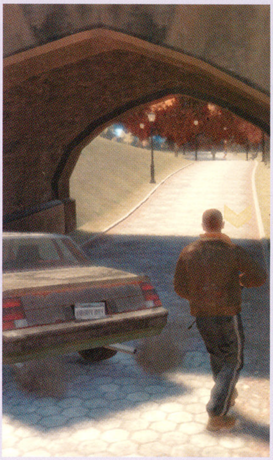
Jump back into your car for temporary protection or run behind the parking attendant shed. Begin using drive-by attacks from your parked car or shoot around the corner of the building.

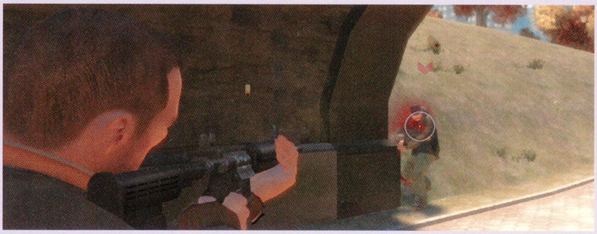
Shoot the two rooftop gunmen who jump down from their perch and are the first to approach the vehicle. Swing around and shoot the gunmen that exited the vehicle in the alley, then collect the dropped guns and money.

Outlook Park Ambush

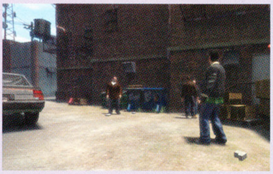
Pick up the beater **(P)** and take it to the indicated location in Outlook Park (follow the yellow blip and GPS). The deal goes down under the park pedestrian bridge **(2)**. Park at the opening and exit your vehicle, then arm yourself and walk into the marker beneath the bridge.

Four gunmen climb the hill and cover each corner of the tunnel exits. They start shooting as soon as the cinematic ends. Run out of the tunnel to blow their corner cover. Once you take out two gunmen on one side of the tunnel, you are free to cover and work on the second two on the other side. Collect weapons from the fallen enemies.





Willis Alley Sting

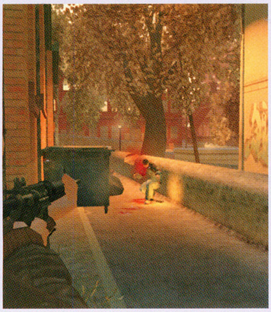


When you pull into Willis Alley **(3)** with Little Jacob's beater, you see three guys standing around the yellow destination marker. The deal goes down when you exit your vehicle and step into the yellow marker.

No need to arm yourself for this one, but it is a good idea to park as close to the yellow marker as you can. Cops enter the alley as the deal goes down. It's a bust! Jump back into the car and tear out of the alley to lose your two-star Wanted Level.

Schottler Timer

A countdown starts when you enter Little Jacob's car **(P)**. You have 30 game minutes to make it to the drop, get out of your vehicle, and walk into the target marker. This is not a lot of time. In fact, it's just barely enough. The drop-off is in a small tunnel **(4)** just off the road under the Dukes Expressway. The GPS route works, but you must have a flawless run. Just like racing, take it easy in the corners so you don't spin out or hit something.



FRIEND PROFILE: LITTLE JACOB

Joining Little Jacob for these activities goes toward 100% completion of the game.

ACTIVITIES

- Darts
- Drinking
- Eating
- Pool
- Show
- Strip Club

DETAILS

Wake Time:
1pm – 4am (15 hrs.)

Like Factor:
☺ Special Ability unlocked at 75%
☹ Drop off at 40%

Food Preference:
Fast Food, particularly Cluckin Bell.

Nightspot Preference:
Club Liberty in Northwood.

Special Ability: Gun car
Call Little Jacob and he'll drive out to a location near you in his car. Inside the trunk will be a selection of weapons available for purchase.

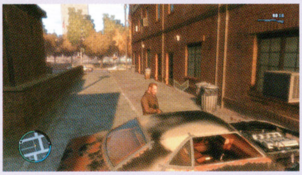
Do your best makeup time in the straight-aways. When you get close to the expressway, pull off to the right just before going under the expressway. Find the tunnel, speed to the marker, and get out of the vehicle. Enter the marker to complete the mission. While inside the tunnel, you can spot a Pigeon in the support beam near an exit. Shoot it.

Meadows Park Ambush

Pick up the car with the package **(P)** and follow the GPS route to Meadows Park. You're about to enter an ambush, so wear Body Armor and have a weapon in hand when you exit the vehicle, before stepping into the target marker.

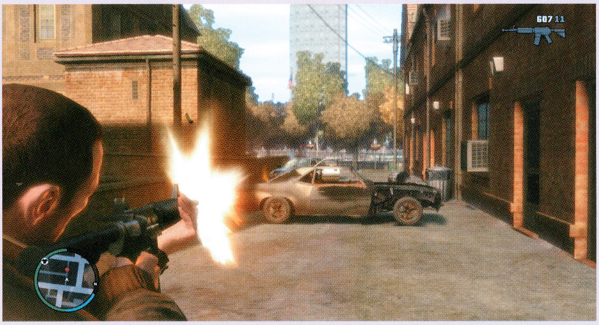
The drop happens at a church of all places **(5)**. Exit your vehicle and walk around to the side of the building. You'll find the marker near a dumpster. When the five rival gang members surround you, take out the one directly behind you, then jump over a nearby short wall and take cover as you take them down. Circle around the church to finish off any remaining thugs.

Meadow Hills Ambush

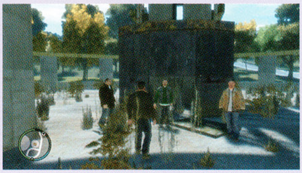


Pick up the car with the package **(P)** and follow the GPS route to Meadow Hills **(6)**. This is an ambush, so have Body Armor and an assault rifle ready before you enter the target marker.

The drop happens in an open alley between apartment buildings. Step into the marker near the trash cans. When the five rival gang members surround you, jump over a nearby short wall and take cover as you gun them down. Lob a grenade at the two covering behind the car.

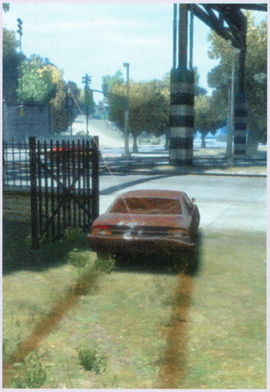


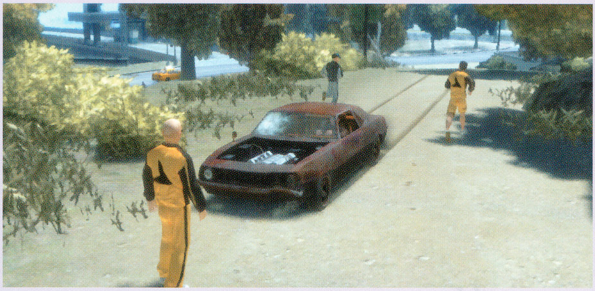
Meadows Park Festival Towers Sting



Pick up the car with the package **(P)** and follow the GPS route to the towers in Meadows Park **(7)**. Back your car into the circle of columns, as close to the yellow destination marker as you can without hitting any of the buyers. Get out of the vehicle. No weapons needed.

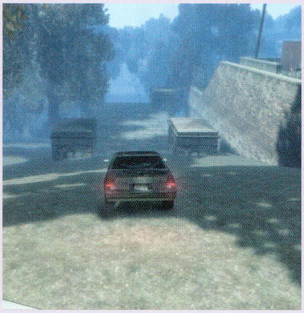
When you enter the marker, the cops show up! Get back inside your car and tear out of the columns, steering to the left as you do. Head out of the park to the west, cross the street, and drive up the dirt road. This is just outside of the wanted zone. Stop your vehicle and wait for your Wanted Level to fade.



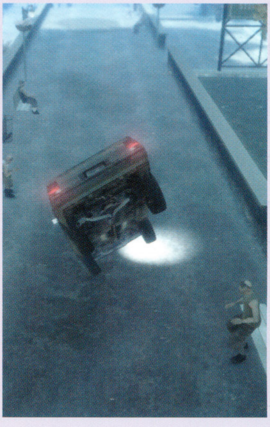


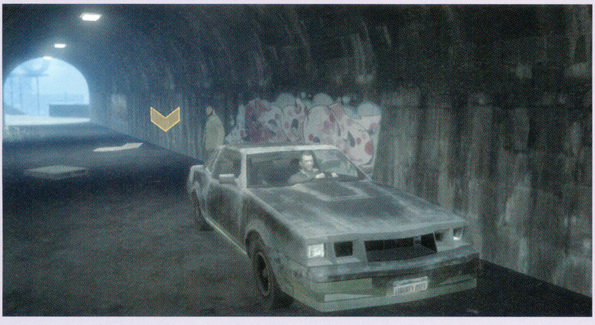
East Island City Tunnel Timer

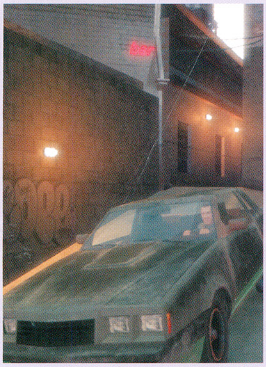
This is a timed mission. As soon as you enter Little Jacob's car with the package **(P)**, the countdown starts. You have 45 game minutes to reach your destination **(8)**. As you approach this area, you must get out of the car and step into the destination marker, so your run must be flawless. The GPS route works, but you may want to begin out of the alley and head north up to the first left (west) to avoid backtracking. The GPS will compensate.



When you reach the curve in the road near the target destination, turn right off the road, speed down the embankment, and drop to the walkway below. Throw the car into reverse and back into the tunnel you just leaped over. Back up until you find the marker, then get out and enter the marker to complete the mission.



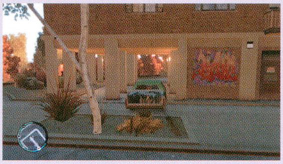


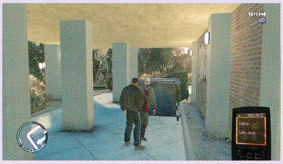


Steinway Apartment Tower Timer

This timed mission gives you 50 game minutes to reach the target destination in Steinway **(9)**. The GPS route works fine if you have a flawless run (no spinouts or collisions along the way). However, you may want to head north (left) out of the starting alley and turn left around your block (the GPS accounts for the wrong way flowing traffic in front of you, so it tells you to go right with traffic).

When you enter the apartment grounds, go ahead and drive under the entryway porch columns; your target destination is under the second one you come to. Jump out and enter the marker to complete the mission.

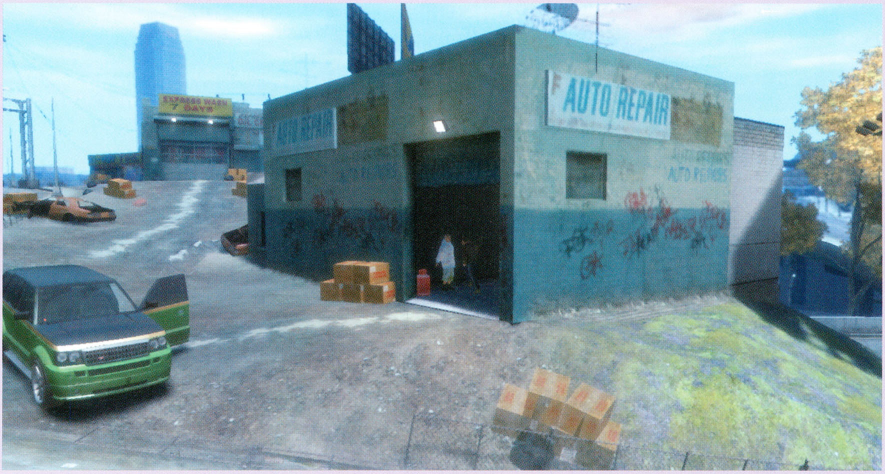




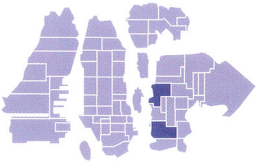
Beechwood City Timer

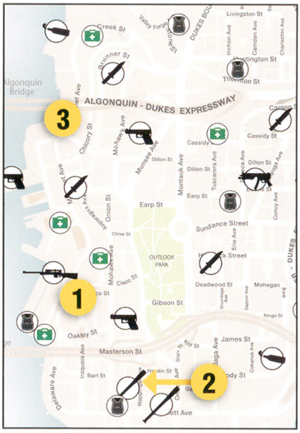
Seems as though all the work you've been doing for Little Jacob is starting to pay off. There's a cool looking, quick-as-lightning Huntley Sport SUV now parked in the alley. This is a simple timed mission. You have 25 game minutes to reach your destination **(10)**, which is not too far away.

Do not follow the GPS; it will take you right out of the alley to make a legal U-turn further down the street. Instead, pull out of the alley to the left and cross the median to head north along the Dukes Expressway. Now follow the yellow GPS route to the abandoned-looking auto repair shop on the left. Jump out of the vehicle, then enter the marker inside the shop to make the drop and complete the mission. Notice the hidden First Aid Kit inside (you can always find it here any time you need it).



Uncle Vlad



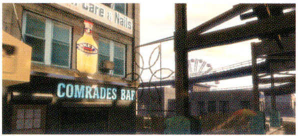

Creek St
Brunner St
Valley Forge
Livingston St
Huntington St
Thornton St
Algonquin Bridge
ALGONQUIN - DUKES EXPRESSWAY
3
Chicory St
Mohawk Ave
Munsee Ave
Cassidy
Cassidy St
Carson St
Dillon St
Montauk Ave
Tuscarora Ave
Earp St
Onion St
Sundance Street
OUTLOOK PARK
Chive St
Cisco St
1
Deadwood St
Mohegan
Gibson St
Ringo St
Oakley St
James St
Masterson St
Delaware Ave
Iroquois Ave
Bart St
Hardin St
2
DUKES

Roman

You must finish all four missions for Vlad, including "Ivan the Not So Terrible," before you unlock this mission. Follow the "**R**" icon back to the cab depot **(1)**. After completing Vlad's last errand, Niko returns to find his cousin suffering heartache. Roman has learned that Mallorie has been cheating on him with the "Russian warthog" himself. Niko hustles out with plans to bring swift justice to Vlad, despite Roman's pleas to avoid doing anything stupid...

Mission

Go with Roman and look for Vlad at Comrades Bar.


COMRADES BAR

Hop in a car and ride with Roman to Vlad's hangout **(2)** by following the yellow GPS route. Drive into the yellow marker to trigger a scene in which Niko confronts Vlad, who runs off leaving some thuggish minions to guard his retreat.

Don't let Vlad escape.

Don't let your heated blood get you caught up in combat. Push through the thugs, exit via the bar's front doors, and focus your attention on running down Vlad.

Main Objectives

- Go find Vlad at Comrades Bar.
- Chase down Vlad by car and foot.
- Execute Vlad.

Prerequisites

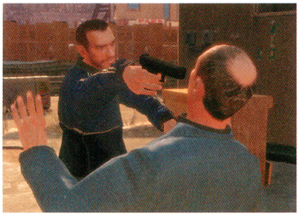
- Complete "Jamaican Heat."
- Complete "Ivan the Not So Terrible."

Fail Conditions

- Roman dies.
- Vlad escapes.

New Elements Introduced

- Executing major characters.
- Opens the Faustin missions.



Chase Vlad's car in your vehicle.

Vlad hops in a car and peels out. Do the same—but jump in the same car you left out front because that's where Roman is waiting for you. Next, track the red radar blip that indicates Vlad's position. Keep chasing until Vlad finally crashes his car and tries to escape on foot **(3)**.

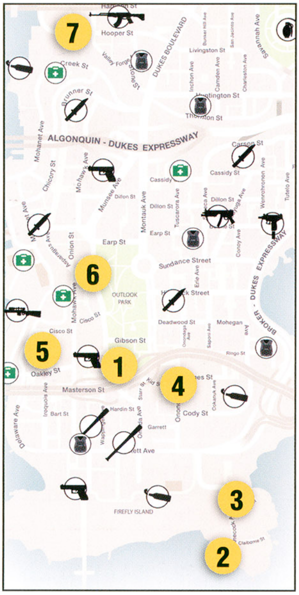
Run down Vlad on foot.

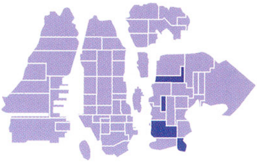
Arm yourself with your pistol and follow the red radar blip to find Vlad and trigger a quick cut-scene. After your pleasant exchange with the Russian, read the onscreen directions on how to perform an execution-style slaying, then get a target lock on Vlad.

Execute Vlad.

Open fire to terminate the Vlad menace once and for all. Watch the post-execution drama as Roman reacts… and Niko tells his first war story.

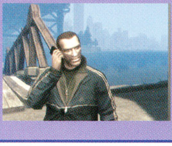
To unlock "Logging On," the next mission of the Roman strand, you must now complete the first three missions of the Faustin mission strand, up through "Final Destination." To start the Faustin strand, phone Roman (or just wait for his call) after you kill Vlad in the final scene in "Uncle Vlad."


7
Hooper St
Livingston St
Creek St
Valley Forge
DUKES BOULEVARD
Huntington St
Thornton St
ALGONQUIN - DUKES EXPRESSWAY
Carson St
Cassidy St
Dillon St
Earp St
Sundance Street
6
OUTLOOK PARK
Deadwood St
Mohegan
BROKER - DUKES EXPRESSWAY
Cisco St
Gibson St
5
1
Oakley St
4
Masterson St
Hardin St
Bart St
Cody St
Garrett
Delaware Ave
3
FIREFLY ISLAND
2



◎ New Mission Strand Opens!

Completing "Uncle Vlad" opens up a series of missions involving the powerful Russian mob. Shortly after you finish "Uncle Vlad," you get a call from a frightened Roman who whispers that he's on Tulsa Street near Perestroika and wants you to hurry there. His "R" icon reappears on your map to mark his location. Follow that icon to trigger "Crime and Punishment," the first Russian mob mission.



Your primary contact for most of the Russian mob missions is Mikhail Faustin—the violent, vengeful, hot-headed gang boss; his contact location is marked as an "F" on the map. You also deal with Faustin's cooler compatriot, Dimitri Rascalov. When Dimitri is your mission contact, you see a "DR" map icon.

Crime and Punishment

Roman/Faustin

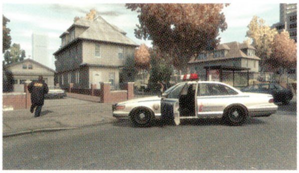
After you complete the "Uncle Vlad" mission, Roman calls. Follow his "**R**" icon to a dumpster near the Perestroika club **(1)**. This triggers a long cut-scene in which Niko and Roman end up in the basement of Mikhail Faustin's copious mansion in Beachgate. After a quick glimpse of how impulsive Faustin can be with a gun in his hand, Niko agrees to perform a local job for him. Your task is to find and hijack a shipment of TVs and deliver them to Faustin's lockup. Your phone contact for the mission is Dimitri Rascalov.

▲ Mission Contact vs. Mission Giver

In "Crime and Punishment," your initial contact—the map icon you follow to the marker that triggers the mission-opening cut-scene—leads to your cousin Roman. But the actual mission instructions are issued by the Russian mobsters, Mikhail Faustin and Dimitri Rascalov.

Mission

Find a cop car.



As the mission starts outside of Faustin's house **(2)**, you hear a police siren in the distance. Turn left and proceed down the street toward the sound. Soon you see a police car **(3)** approach with lights flashing. Head for it as it pulls over; the cop hops out and runs into a nearby back yard. Jack the cop car and drive north. In similar missions, you rarely find a police car with one occupant—and it's even rarer that one would be abandoned. Even when you find unattended cop cars at police stations, officers usually spot you when you break into it. In short, you do not obtain a Wanted Level when you jack this squad car.

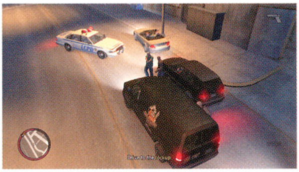
Niko automatically calls Dimitri and gets his next instruction: The van with the TV shipment is driving around South Broker. Your task is to pull it over and take it to the Russian lockup on Dukes Drive.

Find and pull over the vans before they reach their destinations.

Unfortunately, *several* vans are driving around South Broker—three, to be exact **(4, 5 & 6)**. They appear as blue blips on your radar map. Track them down and keep pulling vans over until you find the one with the TVs. Don't ram vans or shoot at them! If you destroy a van or kill its driver, you fail the mission.

The exact procedure is as follows: When you find a van, get behind it and turn on your police cruiser's siren—the control for this is indicated onscreen. Stay close until the van pulls over. Stop beside it, then hop out of the cop car, and approach the van's driver side. This automatically triggers an exchange with the driver, who gets out and shows you the van's contents.

Steal the van.



When you finally pull over the correct van, the driver shows you the TVs, but be ready—the other passenger exits the van, pulls a gun, and opens fire on you. You can gun him down if you want, but it's easier to just leap into the van and drive away to avoid a possible Wanted Level.

Drive to the lockup.

Now just follow the yellow GPS route to the lockup **(7)** and park the van in the garage with the marker to wrap up the mission. This adds Faustin's number to your phonebook, and you automatically call Dimitri to report your success. A short time after that, you get a call from Roman. When you answer it, a new mission icon, "**F**" for Faustin, appears on your map at the southern tip of Broker's Beachgate district.

Main Objectives

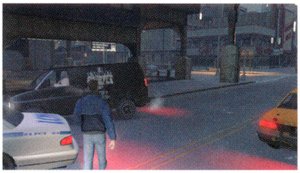
- Steal a police car.
- Pull vans over until you find the one transporting TVs.
- Hijack the van and drive it to Faustin's lockup.

Prerequisites

- Complete "Uncle Vlad."

Fail Conditions

- Don't pull over vans in time.
- Spook any van drivers by shooting at them.
- Destroy vans or kill drivers so you can't see van contents.
- Van with TV shipment is destroyed before reaching warehouse.



▲ Use Waypoints to Find Vans

Open your Main map and place a waypoint on the nearest van icon to have your GPS plot a direct course for you to follow. Reopen the map every 15 seconds or so to adjust your waypoint placement.

▲ Second Time Lucky

The van with the TV shipment is usually the third one you pull over, regardless of the order you target the vans. However, there's a chance the TVs are in the second van. The first van never has the TV shipment.

New Procedural Missions: Vigilante

Shortly after you finish "Crime and Punishment," you get a text message from Brucie suggesting you pick up some of the vigilante work being outsourced by the cops. Hack a police computer (as you did in "Search and Delete") to access "Current Crimes". Select one current crime to mark its location on your radar as a red blip, then hustle to the crime scene and take out the criminal to earn a cash reward.

New Procedural Missions: Most Wanted

Completing "Crime and Punishment" lets you access the LCPD's Most Wanted files, allowing you to hunt down the highly dangerous criminals listed there and earn some serious cash. Hack a police computer and select "View Most Wanted," then select one of the criminals to see his file, which includes a mug shot.

If you want to try hunting down a Most Wanted criminal, press the Locale button indicated onscreen to mark the fugitive on your radar as a red blip. Then speed to that location and take down the crook for a cash reward.

Beware, though… The 30 Most Wanted missions (10 on each island) are much harder than the randomly generated Vigilante missions. Most Wanted criminals are tough, and they have minions!

Procedural Missions: Vigilante

Prerequisites

- Complete Faustin's mission: "Crime and Punishment"

Fail Conditions

- Being outside a law enforcement vehicle for more than 30 seconds before target area is reached.
- Niko dies.
- The enemy escapes.

This familiar challenge is unlocked after completing Brucie's mission "Crime and Punishment," which allows you to access a police vehicle computer. The Vigilante missions are a non-stop adventure, but you only need to complete 20 of the challenges on any of the islands to contribute to the 100% completion of the game. It's not necessary to do all 20 continuously to beat this challenge as in previous Grand Theft Auto games. Each Vigilante mission completed is registered and counts toward the total when you finish it. Completing 20 Vigilante challenges puts you 2.5% closer to 100% completion.

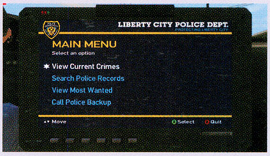
POLICE
POLICE
LCPD

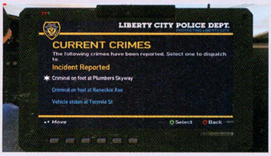
Details

After completing "Crime and Punishment," you can access a police vehicle computer when the car is at a complete stop. Tap the Use button (if you hold the button too long, you bust out the window to begin a drive-by). Select "View Current Crimes" and then select from the incidents that appear onscreen. A red blip appears on the map and radar and a red GPS route is drawn to the target. Eliminate the criminal(s) to complete the challenge.

▲ Free Toll

You don't need to pay bridge tolls when driving a law enforcement or emergency vehicle. Just smash through the cross bar; no Wanted Level will be given.


LIBERTY CITY POLICE DEPT.
PROTECTING LIBERTY CITY
MAIN MENU
Select an option
✸ View Current Crimes
Search Police Records
View Most Wanted
Call Police Backup
▲▼ Move
Select
Quit


LIBERTY CITY POLICE DEPT.
PROTECTING LIBERTY CITY
CURRENT CRIMES

The following crimes have been reported. Select one to dispatch to.

Incident Reported
✸ Criminal on foot at Plumbers Skyway
Criminal on foot at Keneckie Ave
Vehicle stolen at Tenmile St
▲▼ Move
Select
Back

Once that is done, you must select another incident on the police computer. If you need a fresh cruiser, call for backup on the computer, dial 911 or head to one of the mapped police stations and jack one. Make sure to have full health and armor before beginning one of these challenges. It helps to have a full SMG as well, for drive-bys. The challenges vary from chasing a criminal on foot to car and motorcycle chases.

DO NOT CROSS
LCPD

Unlike previous Grand Theft Auto games, you can get out of your vehicle once you reach the target area and take care of business on foot. Once the targets are eliminated, you start up the next mission at your leisure instead of being tested by the clock to get back into a police vehicle.

▲ Police Siren

Police sirens have never been more effective than they are in Grand Theft Auto IV. Just pop that party hat on and watch every car on the road pull to the side! Drive between lanes of traffic with the siren on and cars part like the Red Sea. Press and hold the Horn button multiple times while the siren is on and you'll get four unique sounds.

▲ Police Stations

Check our Points of Interest map for Police Station locations. It's possible to find unguarded police cars at many of these locations, which means you can steal one without procuring a Wanted Level. The Police Stations appear on our maps as badge icons with the letter "P" inside.

▲ Free Police Shotgun

As in all previous Grand Theft Auto games, you are automatically given a shotgun with five shells when you enter a police car. This is one of the best weapons in the game for shooting cars to make them catch fire.

Procedural Missions: Most Wanted

You can begin your pursuit of Liberty City's Most Wanted after completing Faustin's mission "Crime and Punishment." This is when you can access a police vehicle computer. There are 10 criminals to deal with on each of the three major islands of Liberty City for a grand total of 30 dangerous hoodlums. Completing these missions in Most Wanted brings you two and a half ticks closer to 100% completion of the game. You do not need to do a certain number of them in a continuous sequence as with Vigilante missions in previous Grand Theft Auto games. Rather, you can do one at a time at your leisure.

…SE FREEDOM
…YOUR STATE.
…n Hunter

▲ Call for Backup

You can call for backup while inside a police car. The AI cops will show up and help you bust the Most Wanted crooks, but they'll also try to bust you if you start shooting.

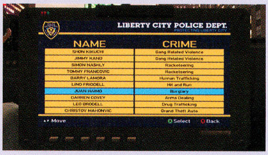
Most Wanted
Dukes, Broker & Bohan
Maxwell Caughlin
Scott Guzowski
Antonio Rivette
Rodrigo Stavnes
Fernando Tisdel
Tyler Pickrel
Preston Pecinovsky
Alonso Goralski
Bert Reker
Freddy Paparo
Algonquin
Shon Kikuchi
Jimmy Kand
Simon Nashly
Tommy Francovic
Barry Lamora
Lino Friddell
Juan Haimo
Darren Covey
Leo Brodell
Christov Mahonvic
Alderney
Marty Boldenow
Noel Katsuda
Rodney Mceniry
Glenn Lushbaugh
Phil Bacerra
Sergi Szerbin
Danny Hatmaker
Mervin Eskuchen
Fredrick Harrison
Keenan Burdett

▲ Unguarded Police Cars

Each island has a few areas where you can find a cop car that is frequently void of police attention. These are great finds when in need of a cruiser. It sure beats having to steal one while cops are still inside! Check out our maps for some prime locaitons to find an easy cop car.

Details

After completing "Crime and Punishment," you can access a police car computer when the vehicle is at a complete stop. Tap the Use button (if you hold the button too long, you bust out the window to begin a drive-by), then select "Most Wanted" from the options to bring up a roll of 10 crooks. The list that appears depends on which island you are on when you access the computer. As stated earlier, there are 10 Most Wanted thugs on each of the three islands. Select a name from the list and the mission will begin. Your target appears on the map and the GPS route will lead you right to him.



LIBERTY CITY POLICE DEPT.
PROTECTING LIBERTY CITY

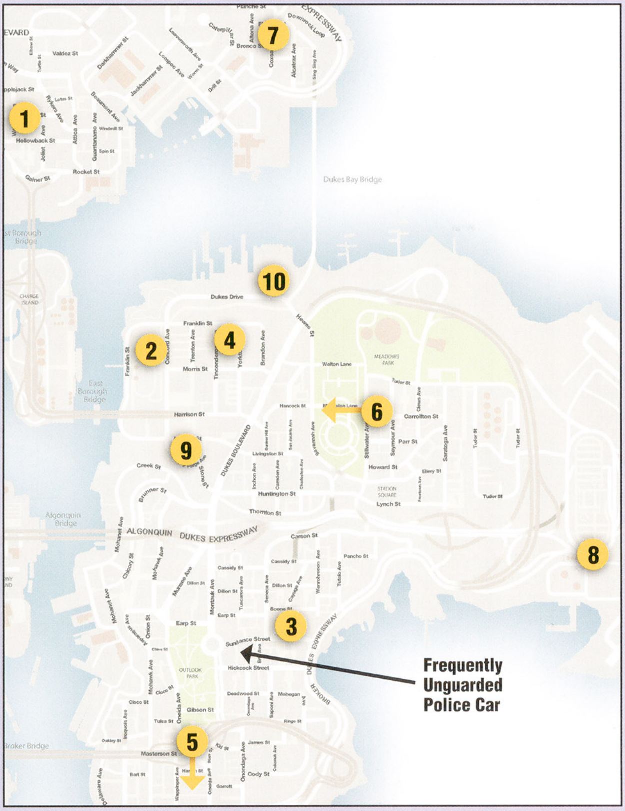
NAME	CRIME
SHON KIKUCHI	Gang Related Violence
JIMMY KAND	Gang Related Violence
SIMON NASHLY	Racketeering
TOMMY FRANCOVIC	Racketeering
BARRY LAMORA	Human Trafficking
LINO FRIDDELL	Hit and Run
JUAN HAIMO	Burglary
DARREN COVEY	Arms Dealing
LEO BRODELL	Drug Trafficking
CHRISTOV MAHONVIC	Grand Theft Auto

▲ Crime Fighting Tips

Check out our tips in the Vigilante section of this guide (a couple of pages back)—many of them also apply to the Most Wanted missions.

▲ Smoking Cruiser

If your police car is smoking and you know you'll need a replacement soon, call for backup on the police computer, then jack one of the cop cars that arrives for support.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Dukes Bay Bridge
East Borough Bridge
Algonquin Bridge
Broker Bridge
Meadows Park
Station Square
Outlook Park
Dukes Drive
Dukes Boulevard
Algonquin Dukes Expressway
Hollowback St
Joliet Ave
Sundance Street
Hickcock Street

Frequently Unguarded Police Car

Prerequisites

- Complete Faustin's mission, "Crime and Punishment."

Fail Conditions

- Being outside a law enforcement vehicle for more than 30 seconds before you reach the target location.
- Niko dies.
- The enemy escapes.

▲ Car Switch Out

As soon as you reach your target destination and the red enemy targets are active, you can safely leave the police vehicle without fear of failing the mission. You actually hear a beep when the targets appear and vehicle departure is granted.

▲ Sights & Sounds

When the police lights get shot out, the sound of the sirens actually gets messed up and distorted.

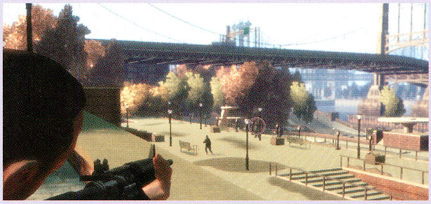
Dukes, Broker & Bohan Most Wanted

1: Maxwell Caughlin

When you approach Maxwell on the cross streets of Hollowback Street and Joliet Avenue, you'll see his ghetto cruiser pulling out of an alley and begin to run. Smash your window and start gassin' and gunnin'. He's slow around corners, but gains great speed in the straight-aways. Aim for his tires to slow him down. When enough damage is done to his vehicle, he bails out and tries to make a run for it. Run or gun him *and* his partner down. The only money earned is from the cash lying on the ground after the battle.

2: Scott Guzowski

Scott is in Steinway, Dukes. He's wanted for gang-related violence. Punch him into the computer and then go get him. Scott and his crew are on the riverbank in a park near the East Borough Bridge. You can get out of the police car for this mission. Park your vehicle on the upper tier walkway and use a sniper rifle to take out the four targets, using the short brick wall for some cover. If these guys are covered too well, pull out the assault rifle and descend the stairs cautiously while hunting down the remaining targets below.

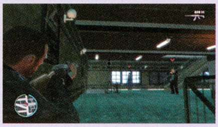


Clear Wanted Level

If you acquired a Wanted Level during the course of a Most Wanted mission, completing the mission clears your wanted status.

3: Antonio Rivette

Antonio is wanted for racketeering. You'll find him on Erie Avenue, South Slopes. When you come within a couple blocks of his location, the targets become visible on the radar. You can leave your vehicle to take them out. Head up to the El-Train station and draw your weapon on the stairs as you reach the first floor. Shoot the first three targets on the first level—one of them may flee to the top level and run along the tracks. Also, sometimes a single target makes his way back down to the street. Run back down the stairs and blow 'em away. A Wanted Level is likely, but will clear when the mission is complete.

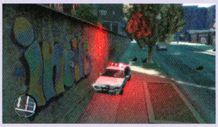


Car Switch Out

As soon as you reach your target destination and the red enemy targets are active you can safely leave the police vehicle without fear of failing the mission. You actually hear a beep when the targets appear and vehicle departure is granted.

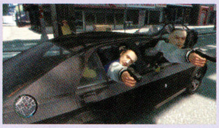
4: Rodrigo Stavnes

Rodrigo is also wanted for racketeering. He's in the Steinway, Dukes area. Once you're a block from the target location, the enemies become visible on radar on the west side of a large apartment building. There are four targets fleeing on foot. Run them over and use drive-by shooting from the safety of your police cruiser. They soon separate, running in different directions when they reach the first corner. Watch your radar and hunt them down individually, exiting your vehicle and running and gunning if necessary.



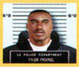
5: Fernando Tisdel

Fernando is wanted for human trafficking and currently resides around Crockett Avenue, Hove Beach. The target becomes spooked as you approach the parking garage under the El-Train track (the familiar one near your first safehouse). Begin drive-by shooting at the target vehicle. They make multiple-point turns to escape the parking garage. Keep blasting, aiming for the driver first to stop the vehicle and avoid a chase. Continue riddling the vehicle with bullets to kill all four passengers inside.



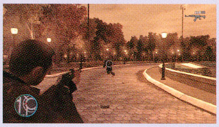
Retrying a Mission

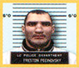
If you fail a Most Wanted mission, chances are the criminal data will not load back into the police computer until some time has passed or you've completed or at least tried any other mission. You cannot be in the immediate vicinity where a Most Wanted criminal initially spawns when attempting to retry a mission.



6: Tyler Pickrel

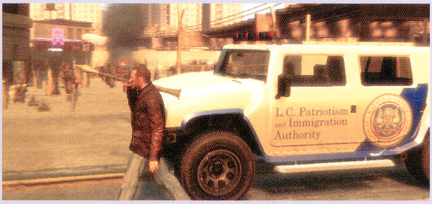
Tyler Pickrel is also wanted for people smuggling and is located in Meadows Park, Dukes. As you approach the park, the target becomes visible on radar. Tyler is found running around the fountain on the brick pathway. Plow him over for a quick resolution, then pick up the money he drops.





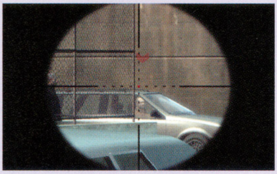
7: Preston Pecinovsky

Preston is wanted for credit card fraud. You'll find him in Northern Gardens, Bohan. Drive over the large fence at the abandoned building where his gang is hanging out around a couple of parked cars. Try to gun down all the targets before they can make it inside the cars. Use drive-by shooting from your parked cruiser. If they take cover behind the cars, exit your vehicle and toss a grenade under the car. You could also park in the street, take cover behind your vehicle, and shoot rockets at their vehicles to complete the mission with just two shells.

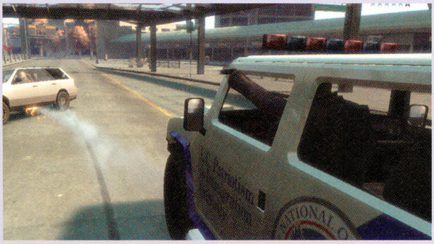


8: Alonso Goralski

This burglar is near the Francis International Airport. When you approach the entrance to the tarmac, two targets become visible on the radar. The two targets take off running in different directions—one on foot and another in a station wagon. The closest target cowers behind some nearby cargo. Drive-by shoot him, then tear off after the other, more distant, target by the runway. This guy is in a station wagon. Ventilate it with bullets until he exits, then gun him down and collect the money he drops.

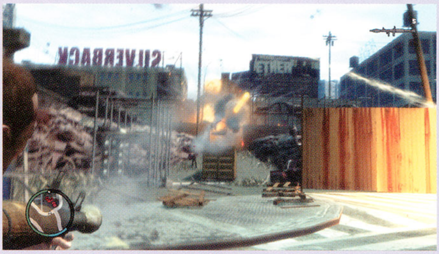


Alternatively, in the beginning you could park in the distance and snipe the driver first and then the second target on foot near the vehicle.



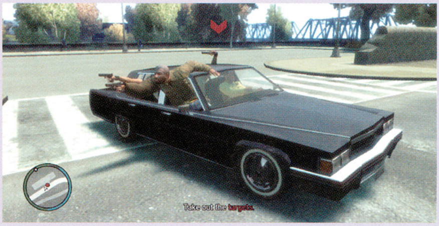
9: Bert Reker

Bert Reker is wanted for drug trafficking and is located in BOABO, Dukes. When you approach the junkyard using the GPS, several targets become visible on radar. Jump out of the cruiser and equip an RPG, then begin launching shells at the vehicles inside the yard. As you target explosive materials, the red blips on the radar diminish. Launch a couple of rockets at the building in the back of the junkyard to eliminate the remaining two targets. One guy hides behind dumpsters and requires more skillful shooting. Take him out, then gather the scattered weapons and money.



10: Freddy Paparo

Freddy is wanted for grand theft auto, something you would know nothing about. Head to Steinway, Dukes to snuff out your competition. Freddy is seen pulling out of a coastal parking lot as you approach his location. He's in a big, old four-door. Gunmen shoot from the car as you get closer. Fill the car full of SMG rounds before they gain too much momentum down the street, then focus your aim from the tires to the gunman in the window and back again to both slow down the vehicle and reduce the threat. They bail out of the car when it smokes, but they don't run if you keep the hail of bullets coming. Continue to target the vehicle until its explosion takes out the remaining targets.



Take out the targets.

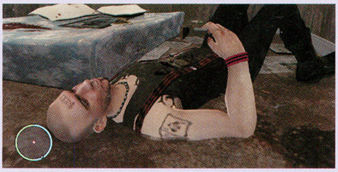
Algonquin Most Wanted

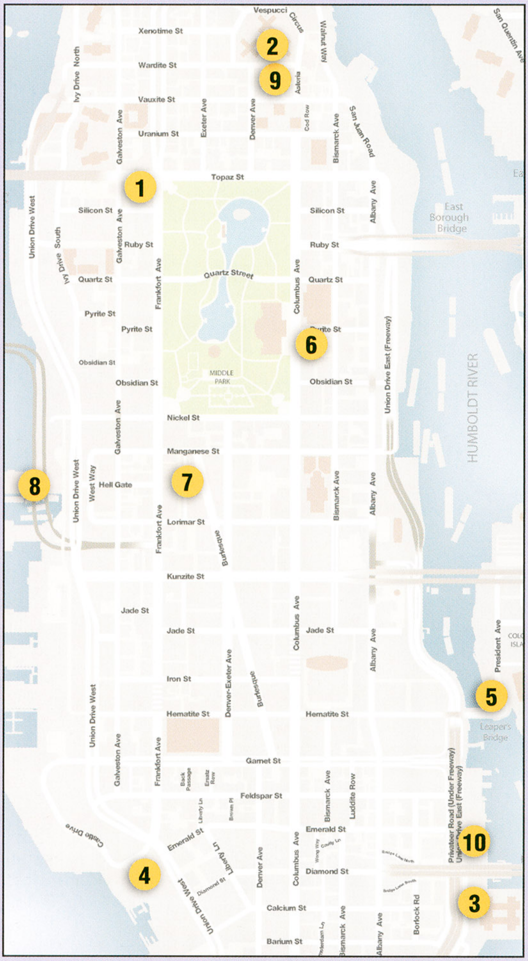
1: Shon Kikuchi

Shon Kikuchi is wanted for gang-related violence and is located in North Holland, Algonquin. When you come within a block of his residence, the car chase is on. He zips out of his drive in a high-performance Banshee. Give chase while shooting and try spinning him out using the P.I.T. maneuver (push the back side of his vehicle until he spins out). Continue firing until the target is eliminated.

2: Jimmy Kand

Jimmy is also wanted for gang-related violence. He's the sole target, but his gang is hiding inside some project apartments. Infiltrate the building by heading upstairs until the red blip no longer displays an altitude arrow. Now you're on the correct floor. Follow the blip to the gangster's room. Thugs are loitering about. Don't shoot until you find Jimmy; you won't be bothered. He's located in the furthest back room, usually asleep or passed out on the floor with cockroaches crawling all over him. Shoot him.




Vespucci Circus
Xenotime St
Wardite St
Vauxite St
Uranium St
Topaz St
Silicon St
Ruby St
Quartz St
Quartz Street
Pyrite St
Obsidian St
Nickel St
Manganese St
Hell Gate
Lorimar St
Kunzite St
Jade St
Iron St
Hematite St
Garnet St
Feldspar St
Emerald St
Diamond St
Calcium St
Barium St
Ivy Drive North
Ivy Drive South
Union Drive West
West Way
Galveston Ave
Frankfort Ave
Exeter Ave
Denver Ave
Denver-Exeter Ave
Burlesque
Astoria
Cod Row
Walnut Way
San Juan Road
Bismarck Ave
Columbus Ave
Albany Ave
Union Drive East (Freeway)
Castle Drive
Liberty Ln
Back Passage
Ersatz Row
Luddite Row
Borlock Rd
President Ave
Privateer Road (Under Freeway)
San Quentin Ave
MIDDLE PARK
East Borough Bridge
HUMBOLDT RIVER
Leapers Bridge
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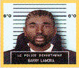
3: Simon Nashly

Simon is wanted for racketeering. You'll find him in the Fishmarket South area of Algonquin. When you approach the large multi-story complex, remain out in the street area and move around with the sniper rifle in hand until you can get a clear shot at some of the targets on the different levels of the balconies. If you get shot up and need health, there are plenty of drink machines to be found around the building. There's also a First Aid Kit on the top floor in a clearing with two more soda machines. Follow the directions on the red blips to find and eliminate all the targets.

LC POLICE DEPARTMENT
TOMMY FRANCOVIC

4: Tommy Francovic

Tommy is also wanted for racketeering and is located in the Castle Garden City area of Algonquin. When you get close to his location, he takes off speeding on a PCJ600. If you approach him in a way that he comes toward you, then steer into his path with your police car to throw him from the bike, then shoot him using drive-by tactics. Otherwise, do your best to keep up with him in your car, taking shots when you can, but always looking for the easy way out by running into him to throw him from his bike.



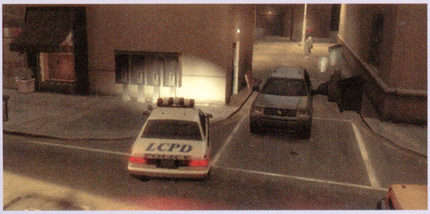
5: Barry Lamora

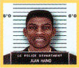
Barry is wanted for people smuggling and is found in the Colony Island Apartments. He has a couple of gunmen watching out for you. Take one of them out from the high road west of the apartments. Leap over the railing and onto the apartment complex grounds. The main target runs. Circle around the building and take him out or return to your cruiser and drive over him.

LC POLICE DEPARTMENT
LINO FRIDDELL

6: Lino Friddell

Lino is wanted for hit-and-run and is in Middle Park. The targets are revealed a block from the destination. There's a gang of three guys that takes to the nearby alleyways. Drive your cruiser through the alley and try to run over the offenders to give them a taste of their own medicine. They run for a vehicle parked at an alley exit. If they make it there, shoot the back window full of holes while aiming toward the driver's side. You can usually waste them all before the van takes off. Alternatively, you could park in front of this SUV on the north side of the block at the alley entrance and shoot the men as they run in single file through the alley for the getaway vehicle.





7: Juan Haimo

Juan is a burglar living in Star Junction, Algonquin. Three targets appear on radar as you approach the target location. Each one is on a motorbike. Try blocking the side road they tear out of to make them run into you. Shoot and hit as many of them as you can while they're grouped together. Aim for drivers first and then tires if you miss. Take off after any remaining bikers before they get away. If a crook is knocked off a bike, but is still alive and difficult to hit, your primary target should be the one zipping away on another bike or you stand to lose him and fail the mission. One of the bikers likes to turn into a gas station, making him vulnerable to a deadly explosion. Shoot the gas pumps and take him out quickly.

LC POLICE DEPARTMENT
DARREN COVEY

8: Darren Covey

Darren is wanted for arms dealing and is located in Purgatory, Algonquin. Yes, there is such a place. In this mission, you pull into a large open parking garage. The enemy is seen in the distance next to a couple of parked vehicles. If you have an RPG, quickly exit your car and destroy the parked enemy vehicles, then pull out an assault rifle or sniper rifle and hunt down survivors of the blasts. Collect money and any dropped weapons. There's a Sprunk soda machine inside the parking lot near the entrance, which can be used to replenish lost health.

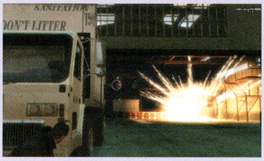
LC POLICE DEPARTMENT
LEO BRODELL

9: Leo Brodell

Leo lives in East Holland and is wanted for drug smuggling. The targets appear on the radar a block from your destination. There are about five gang members in a multi-story apartment complex. A couple of them sometimes make their way out onto the street if you give them time. Enter the building through the open door on the north side near the alley. Climb the stairs and be ready to shoot a target on nearly every floor. Head all the way up to the rooftop and punch and then shoot the target waiting for you just through the rooftop doorway. The final target is found on the adjacent rooftop, under a water tower. Rush him. Perform a slide cover using the short wall for protection. Swing up and shoot the last target.

LC POLICE DEPARTMENT
CHRISTOV MAHONVIC

10: Christov Mahonvic


SANITATION
DON'T LITTER

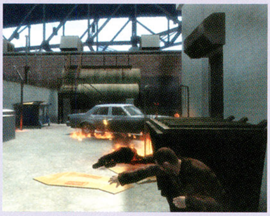
Wanted for grand theft auto, Christov can be found in the Algonquin Fishmarket South area. As you approach your destination, you find multiple targets inside a hangar-like sanitation department building. Park near the entrance of the facility and start launching rockets inside to see if you can easily take out some of the crooks inside. Enter the nearby Trashmaster and back into the opening, then start drive-by shooting those inside the facility. It's like the security of a tank.

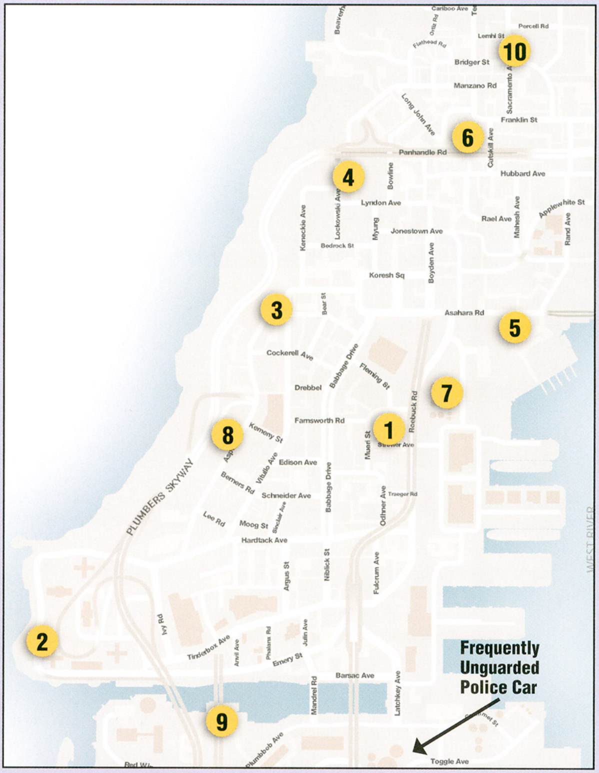
Alderney Most Wanted

LC POLICE DEPARTMENT
MARTY BOLDENOW

1: Marty Boldenow

Marty is wanted for gang-related violence and is located in Westdyke, Alderney. Follow the yellow GPS route to the destination in Acter. About a block from the destination, multiple targets appear on radar. Stop outside the parking lot barrier. Exit your vehicle and use the guard booth as cover. Throw a grenade at the distant car parked near the next building. If you can't reach it, use the Rocket Launcher. A target can be found on a staircase above some non-explosive fuel tanks. Gun him down. You can also head around the nearby building and get a different angle on the enemies covering behind the car. Throw grenades or molotovs to clear them out.

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Lemhi St
Flathead Rd
Bridger St
Manzano Rd
Sacramento Ave
Franklin St
Long John Ave
Panhandle Rd
Catskill Ave
Hubbard Ave
Bowline
Lockowski Ave
Lyndon Ave
Applewhite St
Rael Ave
Mahesh Ave
Rand Ave
Kenneckie Ave
Bedrock St
Myung
Jonestown Ave
Boyden Ave
Koresh Sq
Bear St
Asahara Rd
Cockerell Ave
Babbage Drive
Fleming St
Drebbel
Roebuck Rd
Farnsworth Rd
Kemeny St
Mueri St
Edison Ave
Vitullo Ave
Berners Rd
Schneider Ave
Babbage Drive
Odhner Ave
Traeger Rd
PLUMBERS SKYWAY
Lee Rd
Moog St
Sinclair Ave
Hardtack Ave
Argus St
Niblick St
Fulcrum Ave
Ivy Rd
Tinderbox Ave
Anvil Ave
Phalanx Rd
Julin Ave
Emery St
Barsac Ave
Latchkey Ave
Mandrel Rd
Plumbbob Ave
Toggle Ave
WEST RIVER

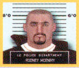
Frequently Unguarded Police Car

ZiT
CALL 948-555-0100
TRACKING TUNE
SELECT
WE'LL SPOT THE SONG FOR YOU

6'0
6'0
LC POLICE DEPARTMENT
NOEL KATSUDA

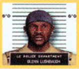
2: Noel Katsuda

Noel is wanted on gang-related violence. You'll find him in Tudor, Alderney. When you approach the target location, you see a handful of targets shooting at you from an open lot. A car is parked and ready for escape. These gangsters pack some serious firepower, so don't park your vehicle in their line of fire; it won't last long against the barrage of assault rifle bullets. Instead, get out of your vehicle and use the sidewalk wall for cover. Shoot around the corner and then infiltrate the lot. Run through the open fence to the left and use the mall's brick wall for cover. Shoot the target around the corner near the large silos. Move behind the first row of silos and jump the brick wall to get behind the enemy in the previous lot. The surprise attack leaves them without cover. Mow 'em down! If you know they see you working your way around, just toss a molotov or grenade over the wall to take them out.



3: Rodney Mceniry

Rodney is wanted for racketeering and is located in Berchem, Alderney. Follow the blip to an alley. Multiple targets appear on radar. Hug the sidewalk side of the building corner, then look into the alley to spot your targets and pick them off with an assault or sniper rifle. Toss grenades before moving in. As you infiltrate the open alley, use rolling attacks to avoid being shot from multiple directions. Pick up dropped money and weapons.



4: Glenn Lushbaugh

Glenn is a people smuggler hiding out in Alderney City, Alderney. Enter his name in the police computer and follow the GPS to the target destination. You'll spot a getaway car leaving the scene of this location. A gunman hangs out the passenger window as Glenn pilots the muscle car. At this point, you can switch out vehicles at any time during the chase. They are extremely elusive, so remain persistent. Stay as close to Glenn's vehicle as possible; this will prevent him from dropping grenades next to his vehicle, then begin targeting the tires to slow them down. Also concentrate on taking out the gunman if you can; this will keep them from damaging your vehicle. Try spinning them out so you have a shot through the side windows at the passengers.

6'0
6'0
LC POLICE DEPARTMENT
PHIL BACERRA

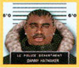
5: Phil Bacerra

Phil is also located in Alderney City, Alderney. He's wanted for hit-and-run. When you approach the target area, two targets appear on the radar. There are two trucks with a pair of passengers each. Try to prevent the vehicles from leaving the parking lot. Fill the vehicles with as many bullets as you can before they take to the street. Aim at the drivers, then the tires if you miss. The targets exit the vehicles after a fair amount of damage has been dealt. This will usually end up with you chasing at least one truck. Aim for the tires and passengers through the back window. In turns, tires become an easier target, as do the drivers. Take out all four targets to complete the mission.

6'0
6'0
LC POLICE DEPARTMENT
SERGI SZERBIN

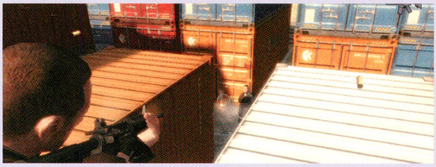
6: Sergi Szerbin

Sergi is located in Leftwood, Alderney and is wanted for burglary. You find him and his buddies in a large open alleyway between a corner building and a large road wall. Remain inside your car in the street and perform drive-bys to mow down the targets not using cover. You could also exit your vehicle, then hide behind it and launch rockets into this very explosive area.



7: Danny Hatmaker

Danny is an arms dealer hanging out in Normandy, Alderney. Upon approaching the large industrial lot, several targets become visible on radar. It's best to go out on foot with full armor and health, equipped with an assault rifle. Use the shipping containers and utility buildings for cover as you hunt down each target individually. There are some large and extremely explosive fuel tanks throughout the area. Avoid them and use them to your tactical advantage. For a surprise attack, climb the shipping containers and shoot the targets hiding down below in between the containers.



5'0
6'0
LC POLICE DEPARTMENT
MERVIN ESKUCHEN

8: Mervin Eskuchen

Mervin is wanted for drug smuggling. He's reported to be hiding in the Berchem area of Alderney. Enter him into the computer and follow the GPS to the target destination. A block from the destination, the targets become clear: two Patriots with a pair of targets each. When approaching, park on the left side of the road and let them pass you on the right. Gun down the gunmen riding shotgun as they pass by. Give chase, aiming at the tires to slow them down, then take out the drivers and any remaining targets. The occupants of the Patriots are armed with assault rifles and they really do a number on your vehicle. Do your best to take out the gunmen riding shotgun first. Divide and conquer. The remaining vehicle usually does laps around blocks. Don't chase behind them, but turn around and cut them off, then shoot them head on. Run into their front corner and you may be able to flip them over as Patriots easily drive over things.

5'0
6'0
LC POLICE DEPARTMENT
FREDERICK HARRISON

9: Fredrick Harrison

Freddy is wanted for grand theft auto and is in Tudor, Alderney. Pop him into the police scanner and follow the GPS to the old bridge. Approximately eight targets appear on radar. Head to the bridge entrance area and find the pathway between the two sides of traffic. The enemies can all be found on the multiple levels of these catwalks and stairs. Progress slowly, always aware of enemies on tiers above. Use the sniper rifle when you can.

5'0
6'0
LC POLICE DEPARTMENT
KEENAN BURDETT

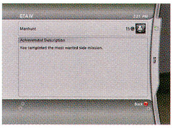
10: Keenan Burdett

Keenan is wanted for armed robbery and can be found in Leftwood, Alderney. The destination is a multi-story parking garage full of Keenan's gang. Enter through the doorway on the corner and you'll find a Sprunk machine. Return here if you need health during the battle. The stairwell with the Sprunk machine takes you up the multiple levels of the parking garage. Climb the stairs and poke your head out of the doors on each level, then target and shoot the gang members. Many of the thugs are located on the top floor (outdoors) of the parking garage. There are a few vehicles you can jump into for temporary cover or use the ramp walls for cover and to shoot around. Use rockets and sniper bullets to complete the mission.

THIS WAY TO UPPER FLOORS

Xbox 360 Achievement

Complete all 30 Most Wanted missions and you unlock the "Manhunt" achievement on the Xbox 360 version of *Grand Theft Auto IV*.



Manhunt 15

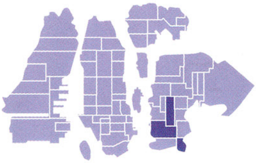
Achievement Description

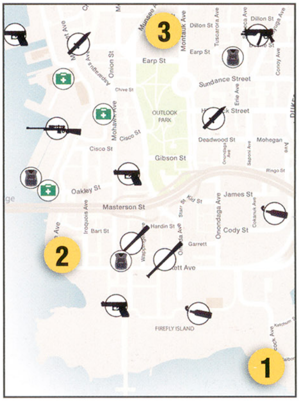
You completed the most wanted side mission.

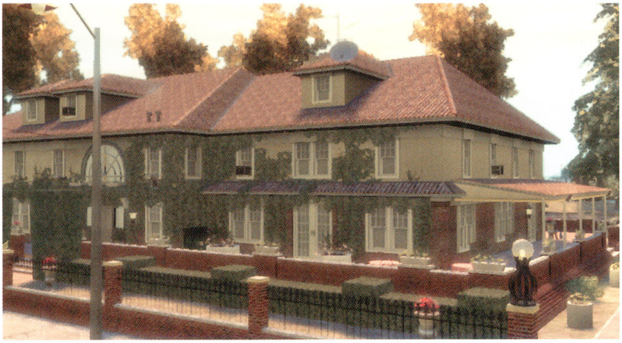
Do You Have Protection?

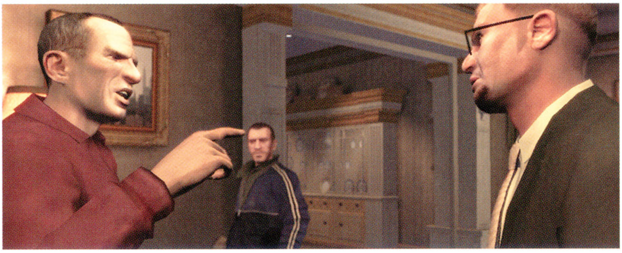
Faustin/Dimitri

Follow the "**F**" map icon to the front door of Faustin's mansion **(1)** in Beachgate to pick up the next mission. Faustin's wild animal nature and Dimitri's calm reasoning have worked in synergy to build a criminal empire. Watch the intense scene between the two. Their partnership is complex… and appears to be on the brink of shattering. Dimitri needs your help with shaking down the owner of a sex shop in Hove Beach who's been making porno films on the side without cutting in his Russian "protectors."




3
2
1
Dillon St
Earp St
Sundance Street
Outlook Park
Gibson St
Cisco St
Oakley St
Masterson St
Bart St
Hardin St
Garrett
James St
Cody St
Deadwood St
Mohegan
Ringo St
Onion St
Mohawk Ave
Montauk Ave
Tuscarora Ave
Iroquois Ave
Onondaga Ave
Firefly Island





Mission

Take Dimitri to the sex shop on Delaware Avenue.

Take a car (go with the sweet Turismo, the second car in the driveway) and follow the yellow GPS route to drive Dimitri to the sex shop **(2)**. Drive into the marker on the street outside the shop.

Enter the shop.

The shop's awning reads "Books, Magazines, Comics," but the sign over the door says "The Peep Hole." Exit the car and follow Dimitri downstairs to trigger the next cutscene. Dimitri confronts Joseph, the shop's proprietor, and accuses him of doing secret business. Then he hands Niko a gun and tells him to cover Joseph.

Main Objectives

- Take Dimitri to the sex shop.
- Intimidate the shop proprietor.
- Go to the gun store and buy a weapon.
- Return Dimitri to Faustin's mansion.

Prerequisites

- Complete "Crime and Punishment."

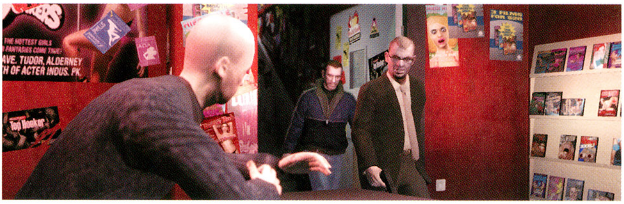
Fail Conditions

- Dimitri is killed.
- The gun shop owner is injured.
- The sex shop owners are injured too soon.
- Any sex shop character is killed.
- You abandon Dimitri in the sex shop.

New Elements Introduced

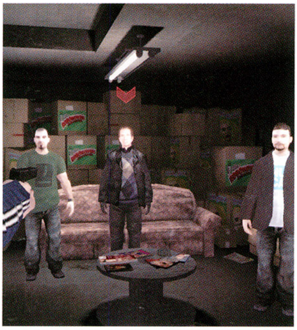
- Gun shops.

48 HOUR
DEODORANT
PROTECTION
HORN
BRING OUT THE BEAST



Target Joseph to intimidate him.

Hold in your targeting trigger to target Joseph, the character with the red icon overhead. He pleads his case and Dimitri suggests messing up one of his associates. The red target icon switches to the guy next to Joseph, a fellow named Brett.



Shoot the scumbag in the leg.

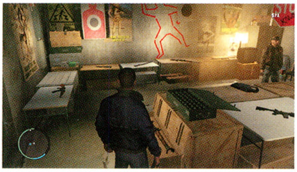
Brett makes you a film offer. Follow the onscreen instructions to switch to Free Aim. Then target one of Brett's legs and shoot it to send a message. This does the trick, and Joseph coughs up some money for Dimitri.

Follow Dimitri out of the shop.

Follow Dimitri back out to the street. He wants to take you to a gun store in an alleyway off of Dillon Street in Schottler. Hop in your car; Dimitri follows.

Go with Dimitri to the gun store and head inside.

Follow the yellow GPS route to the marker in the alley. Exit the car, then walk through the marker and into the doorway behind it to enter the gun store **(3)**. Inside, you get a brief tutorial on how to use this great resource.

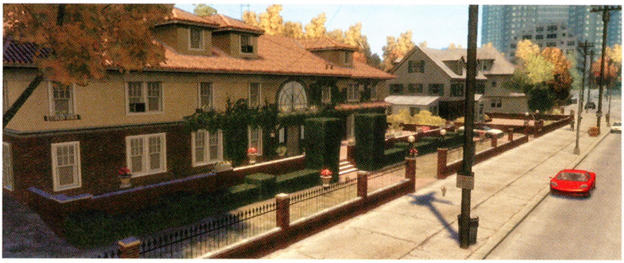


Purchase a Micro-SMG and get back to Dimitri.

The only gun available for examination and purchase right now is the Micro-SMG, the one with a green marker overhead. Approach it and "buy" it. (Actually, you just charge it to Mr. Faustin.) You might want to purchase a few clips of Micro-SMG ammo and the Body Armor on the center counter while you're here, if you can afford it. Exit and return to your car, where Dimitri is waiting.

Take Dimitri to Faustin's house.

Drive Dimitri back to Faustin's mansion **(1)** in Beachgate by following the yellow GPS route. When you drop him off, Dimitri thanks you and tells you to drop by the club for more work. Their club is called Perestroika.



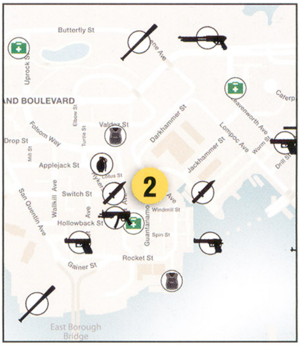
▲ Little Jacob's Friendship

Remember that when Little Jacob's "Like" for you reaches 75%, you can call on him to bring his mobile arsenal to you. Little Jacob offers everything the gun shops offer (except a rocket launcher), but the goods come from the trunk of his car and he's only a phone call away. Not only is this convenient, but Little Jacob has better prices than the gun shops too.

Final Destination

Faustin/Dimitri

Follow the "**F**" map icon to Perestroika **(1)**. Your first visit to the Russian club makes one thing clear: Dimitri has a lot of friends and he's well-liked by all. At the meeting with Faustin, Dimitri reveals that the authorities are getting some inside information about their operations. Faustin thinks the rat is someone named Lenny and he wants Niko to take him out. Lenny can be found up in South Bohan, in the Industrial district.


Butterfly St
Uprock St
ND BOULEVARD
Folsom Way
Drop St
Valdez St
Darkhammer St
Jackhammer St
Applejack St
Switch St
Wallkill Ave
San Quentin Ave
Hollowback St
Windmill St
Spin St
Guantanamo Ave
Gainer St
Rocket St
Lompoc Ave
Leavenworth Ave
Worm St
Drill St
East Borough Bridge
2

Main Objectives

- Find Lenny at the train station in South Bohan.
- Gun down Lenny.

Fail Conditions

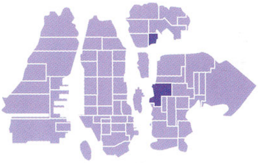
- Lenny gets away from you.
- Lenny reaches his house while escaping.

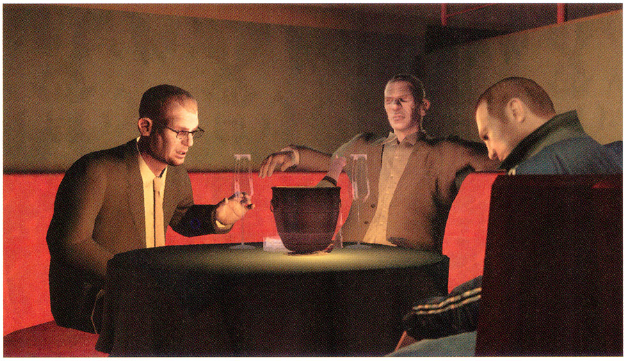
Prerequisites

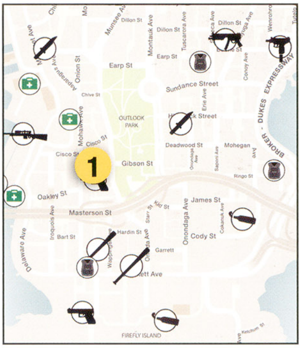
- Complete "Do You Have Protection?"

New Elements Introduced

- Small-scale shootout.






Dillon St
Earp St
Sundance Street
Onion St
Chive St
OUTLOOK PARK
Mohawk Ave
Cisco St
Gibson St
Deadwood St
Mohegan
Oakley St
Masterson St
James St
Cody St
Bart St
Hardin St
Garrett
Delaware Ave
Iroquois Ave
Onondaga Ave
Ringo St
BROKER - DUKES EXPRESSWAY
FIREFLY ISLAND
1

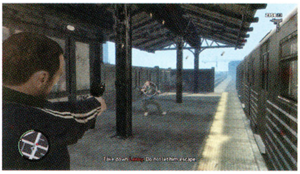
Mission

Go to Guantanamo Avenue in South Bohan.

Hop in a car or taxi and head to your destination. Make sure to pay the bridge toll to avoid police attention or make sure you are speeding through at a good clip to quickly race out of the Wanted Zone. When you arrive, Niko automatically calls Faustin to confirm that he wants to green light the hit. Faustin confirms and directs you to the platform in the Guantanamo Avenue elevated train station **(2)**.

Take down Lenny on the station platform.

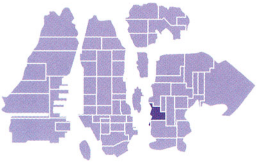
Climb the stairs up to the train platform. At the top, you trigger a quick cut-scene; he mentions his "Dad" who, you soon learn, is somebody named Kenny Petrovic. Once the cinematic ends, target Lenny (with the red icon overhead) and his sidekick. You can usually take out his pal, but Lenny always escapes to the other side of the tracks as a train speeds through, blocking your shot. Chase him after the train passes.

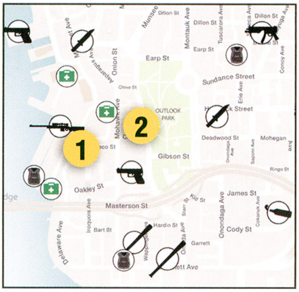


Take down Lenny. Do not let him escape.

Gun down Lenny as he runs downstairs to his parked car on the street. Nail him before he enters his car to end the battle now. If he escapes, you must quickly get a car and chase him in the streets. After Lenny drops, Niko automatically reports to Dimitri, who warns you that Kenny Petrovic is a very dangerous man. The "**F**" icon now reappears down at Faustin's mansion in Beachgate.

Logging On




Dillon St
Munsee
Dillon St
Montauk Ave
Tuscarora Ave
Dillon St
Earp St
Earp St
Onion St
Asparagus Ave
Conoy Ave
Sundance Street
Chive St
Erie Ave
OUTLOOK PARK
Mohawk Ave
2
1
Deadwood St
Mohegan Ave
Onondaga Ave
Saponi Ave
Gibson St
Ringo St
Oakley St
Masterson St
Kid St
Starr St
James St
Onondaga Ave
Cokanuk Ave
Iroquois Ave
Bart St
Hardin St
Cody St
Delaware Ave
Garrett
ett Ave

Roman

Once you complete the "Final Destination" mission for Faustin, Roman's "**R**" icon reappears on the map **(1)**. Follow it back to the cab depot, where Niko meets Roman's new friend, Brucie. Roman insists that Niko must "get online" where a world of opportunities awaits. He wants you to go to the internet café named "tw@" and register on one of the PCs there.

Main Objectives

- Go to the internet café.
- Log on to a computer.
- Set up your email account.

Prerequisites

- Complete "Final Destination."

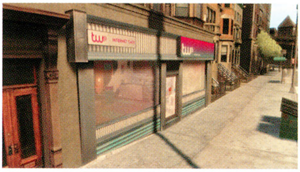
New Elements Introduced

- Computers and the internet.
- Unlocks the Procedural Missions: Exotic Exports.

Mission

Go to the internet café.

The flashing map icon marks the location of the café on Oneida Avenue in East Hook, across the street from the gate to Outlook Park. Follow the yellow GPS route to "tw@," the internet café **(2)**, and enter the front door.

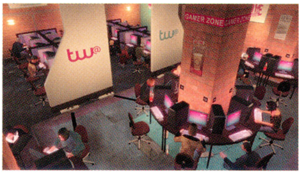


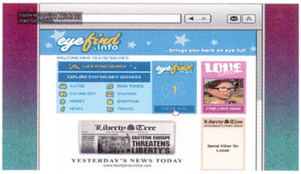
Speak to the assistant.

Approach the assistant at the reception desk just inside the door. She tells you that you're already set up.

Use one of the computer terminals.

Approach any unused computer in the café to use it. Follow the onscreen directions to move the pointer and click on the WEB icon; this opens up the main homepage. Click on the "CHECK MAIL" link and open your email from "Eyefind Mail Team" to learn how to activate your email account; just click the Positive Reply button to do so. Now you can browse a bit if you want or just go back to the desktop and log out.


tw@
GAMER ZONE


eyefind.info
...brings you back an eye full
WELCOME NIKO TO EYEFIND.INFO
LUCKYFIND SEARCH
EXPLORE EYEFIND.INFO SERVICES
AUTOS
EATING OUT
MONEY
NEWS
RING TONES
SHARING
SHOPPING
TRAVEL
eyefind mail
1
CHECK MAIL
LOVE meet
FIND LOVE NOW
Liberty Tree
EASTERN EUROPE THREATENS LIBERTY'S
YESTERDAY'S NEWS TODAY
www.libertytreeonline.com
Serial Killer On Loose

Leave the internet café.

When you leave and return to the street, Niko automatically calls Roman to report mission accomplished. When this phone conversation ends, the "**F**" icon reappears in Beachgate—the contact for Faustin. Now you can return to Faustin's mansion to pick up his next assignment, "Rigged to Blow."

New Procedural Missions: Exotic Exports

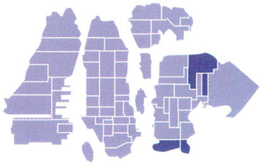
Shortly after you finish "Logging On," you get a call from Roman about Brucie Kibbutz, the "roid monkey" (as Niko calls him) you just met in Roman's office. Brucie loves exotic cars and if you check your email regularly at the internet café, you'll find messages from Brucie with directions to cars that he wants you to steal.

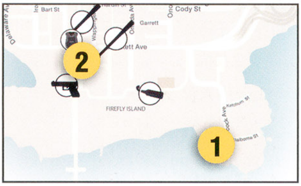
When you send a positive reply to one of Brucie's car theft emails, a blue icon appears on your map, marking the location of the targeted vehicle. Steal the car and return it to Brucie's lockup as marked on the map. There are 10 vehicles you can steal and deliver to Brucie for cash. See our complete coverage of Exotic Exports, just a couple of pages ahead.

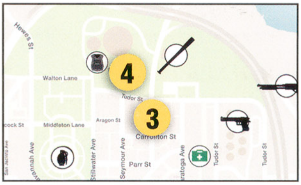
No Love Lost

Faustin

When you return to Faustin's Beachgate house, Niko walks in on an ugly domestic argument between Mikhail and his wife, Ilyena. Faustin reveals that he and Dimitri were comrades in both the army and prison. He also reveals that his daughter, Anna, is a rebellious, spoiled, out-of-control "whore." He sends Niko to Firefly Island to check on her. Your task is to kill her biker boyfriend if you find him there.




Bart St
Cody St
Garrett
Delaware Ave
FIREFLY ISLAND
2
1


Hewes St
Walton Lane
Tudor St
Middleton Lane
Aragon St
Carrollton St
Stillwater Ave
Seymour Ave
Parr St
Tudor St
4
3

Main Objectives

- Go to Firefly Island to find Faustin's daughter.
- Chase down her boyfriend and his Lost biker gang.
- Gun down all of the bikers.

Prerequisites

- Complete "Final Destination."

Fail Conditions

- Faustin's daughter dies.
- The biker escapes.

New Elements Introduced

- Motorbikes.

Time to Log On

Completing "Final Destination" unlocks "Logging On," a mission for Roman. You must complete that before you can proceed to the next one for Faustin, "Rigged to Blow."

Less Trouble

If you kill the boyfriend early in the chase, you can avoid the park shootout with multiple bikers.

Mission

Go to Firefly Island.

When the mission starts **(1)**, grab a car and follow the yellow GPS route to your Firefly Island destination. Driving into the marker **(2)** triggers another short cut-scene: Faustin's daughter is talking to a guy on a motorcycle. When Niko arrives, the biker threatens him and takes off to gather his gang of "brothers."

Get on the bike, chase him down, and take him out.

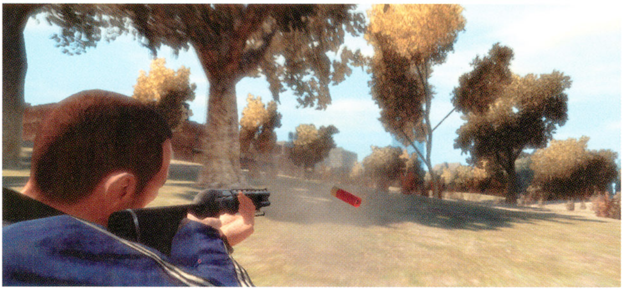
Hop aboard the bike next to you and chase the biker, the red blip on the radar map. You steer, accelerate, and brake with the same controls as you do with any car. Notice that your handbrake affects the bike's front tire and your regular brake controls braking on the rear tire. Just using the front brake can be dangerous, depending on your speed. Try to use both brakes simultaneously for quick stops and controlled turns.

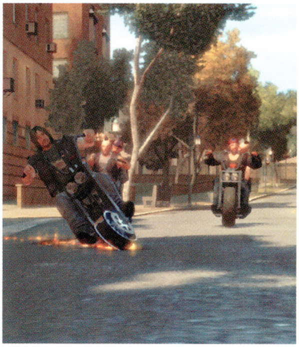
Note the onscreen directions for targeting and shooting while riding a motorbike; open fire at the target biker whenever he's in range. After a fairly straight early sprint down the expressway, he veers off into a zigzag route down side streets, so focus more on driving and less on shooting during this stretch. Eventually, The Lost, this biker's gang, joins up with him **(3)**.

Chase down all the bikers and wipe them out.

Now you have multiple targets, although they travel together in a single pack. Try to pick off a biker or two before they veer off into a deserted, wooded area **(4)** at the Francis International Airport. Once there, they dismount and make a stand against you. Hop off the bike and use trees for cover and your side-rolling maneuver to avoid gunfire as you move from target to target. Keep an eye on the radar map to see where the gang is deployed. Roll and shoot repeatedly, moving around the area until you eliminate the last biker.

Note that once the final biker falls, Roman's "**R**" icon appears on the map. After the fight, Niko automatically calls Faustin to report the successful completion of the mission.

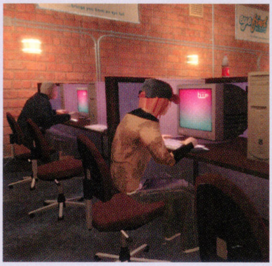




Procedural Missions: Exotic Exports

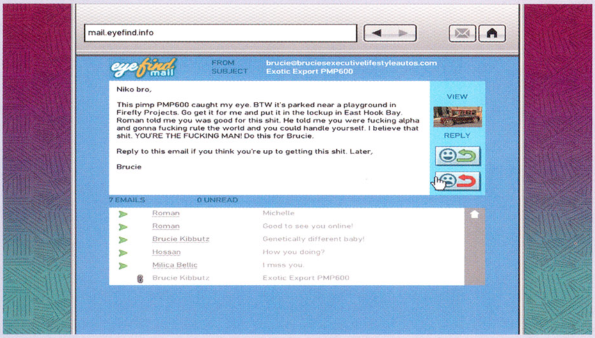
Mission Contact: Brucie

Brucie wants Niko to collect certain vehicles he's spotted throughout Liberty City. You receive this work via Brucie's emails (tw@ internet café). There are 10 different vehicles to steal and deliver to Brucie's garage. Finishing each theft opens the next challenge. Completing all 10 challenges puts you two ticks closer to the 100% completion of the game.



Details

After completing the required missions to unlock this challenge, access your cell phone contacts, select "Job" under "Brucie." After the phone conversation, Brucie sends you an email, which you access at tw@. Reply to his email with the attachment of the ride you need to steal, then log out and the vehicle location appears on the radar as a blue blip. Steal the vehicle and deliver it to Brucie's garage in East Hook, then collect your payment.



FROM brucie@bruciesexecutivelifestyleautos.com
SUBJECT Exotic Export PMP600

Niko bro,

This pimp PMP600 caught my eye. BTW it's parked near a playground in Firefly Projects. Go get it for me and put it in the lockup in East Hook Bay. Roman told me you was good for this shit. He told me you were fucking alpha and gonna fucking rule the world and you could handle yourself. I believe that shit. YOU'RE THE FUCKING MAN! Do this for Brucie.

Reply to this email if you think you're up to getting this shit. Later,

Brucie

7 EMAILS 0 UNREAD

Roman	Michelle
Roman	Good to see you online!
Brucie Kibbutz	Genetically different baby!
Hossan	How you doing?
Milica Bellic	I miss you.
Brucie Kibbutz	Exotic Export PMP600

Random Location Scenarios & Target Vehicles

There are 10 vehicles to collect for Brucie. The vehicles you steal are always the same, but they are presented in random order and at random locations. However, each location has a set scenario. As such, we have provided some helpful tactics for each theft.

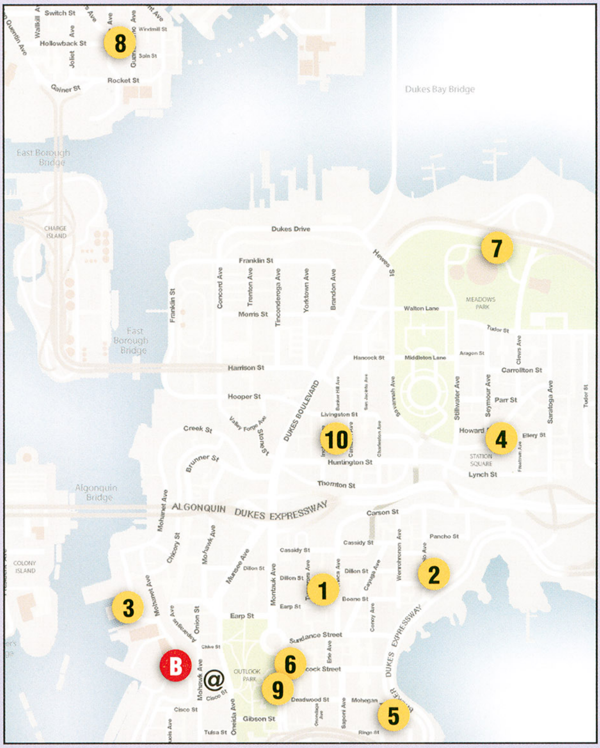
Prerequisites

- Complete Roman's mission, "Logging On".

Fail Conditions

- Target vehicle is destroyed.
- Lose the target vehicle.

Exotic Export Vehicles
Sabre GT
Intruder
PCJ600
PMP600
Cavalcade
NRG900
Patriot
Feltzer
Banshee
Sanchez



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B
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Switch St
Hollowback St
Rocket St
Gainer St
Dukes Bay Bridge
East Borough Bridge
Charge Island
Dukes Drive
Franklin St
Morris St
Walton Lane
Meadows Park
Harrison St
Hooper St
Hancock St
Middleton Lane
Carrollton St
Parr St
Creek St
Dukes Boulevard
Livingston St
Howard
Ellery St
Station Square
Lynch St
Huntington St
Thornton St
Brunner St
Algonquin Bridge
Algonquin Dukes Expressway
Carson St
Cassidy St
Pancho St
Colony Island
Dillon St
Boone St
Earp St
Sundance Street
Dukes Expressway
Outlook Park
Deadwood St
Mohegan
Gibson St
Cisco St
Tulsa St

Theft Location Scenarios

Schottler Alley

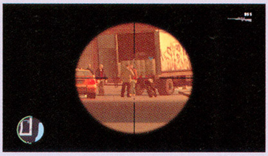
This vehicle is located in an alley **(1)** in Schottler. A drug deal is going down. The trunk of the car is opened and two dealers can be seen as you enter the alley. Stop short of the deal and snipe the two dealers before attempting to steal the vehicle. If you don't take them out, they will fire submachine guns at you as you tear away in the stolen vehicle. You rarely receive a Wanted Level from this secluded execution. Take the car to Brucie's lockup.

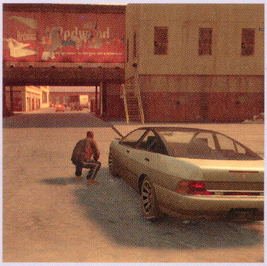
Beachwood City Carwash

This vehicle is parked **(2)** next to a carwash. Some guys are still waxing and shining it up for you. They're not going to stop you from stealing it—they're actually more shocked than angry or aggressive. The carwash is nearby and this is a reminder that a clean car in good condition is worth more money upon delivery than a dirty wreck.

Docks in BOABO

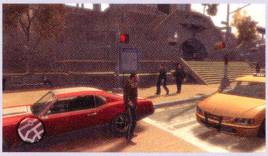
The target vehicle **(3)** is parked at the docks in BOABO. Drive or take a cab to the location and make sure you have an M4, armor, and full health. You'll spot the vehicle near a parked van. It's guarded by four thugs, so take cover behind your car and start shooting before approaching the vehicle, but don't damage it. Take down the thugs and steal the vehicle. Then drive carefully back to Brucie's lockup a few blocks away. Pull into the marker inside his shop to complete the mission. Return to tw@ and check your email for the next "Exotic Exports" challenge.



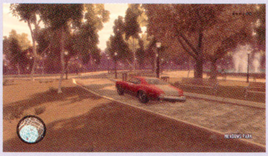


Meadow Hills Train Station

The target vehicle **(4)** is parked in front of the train station in Meadow Hills. Come prepared with armor and health, but don't worry about guns; you should avoid shooting. The vehicle must be broken into and hotwired. Press the Fire button quickly to speed up the process. There are no thugs around, but two cops patrol the area on foot. If you let them walk away, you won't get a Wanted Level.

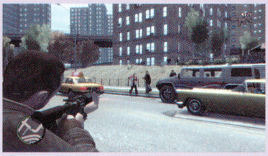


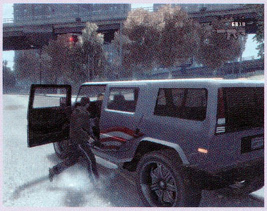
The cops on the street will spot you the moment you break the window, but you must do it anyway. Jump in and burn out of there. Lose the two-star Wanted Level and avoid doing anything stupid to raise it any further. Try heading for the nearby park to shake the heat, then return the vehicle to Brucie's lockup when your Wanted Level fades.



Firefly Playground

The target vehicle **(5)** is parked near a playground in the Firefly Projects. It is being keenly watched over by three thugs armed with baseball bats. If you're quick enough, you can jump in and take off without confrontation—the doors are unlocked. The gangsters are quick to pull you out of the vehicle and start pummeling you. Take them out from a distance before trying to take the vehicle. You risk a possible Wanted Level, but it's better than getting the business end of a baseball bat.

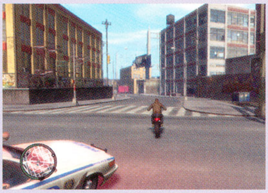


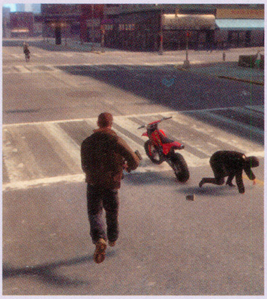


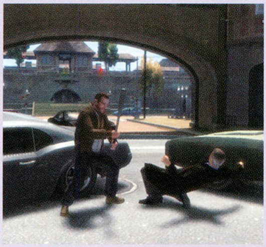
Outlook South Slopes

The target vehicle **(6)** is located in the Outlook South Slopes area. Someone is actually driving around in it, so you can't take a cab to the location unless you set a waypoint near the target. Follow the blue blip to find the target vehicle.

Throw the driver out while he's stopped at a light. If it happens to be a motorcycle theft, then this mission is easier. If you're after a car, then perform precision drive-by attacks to kill the driver without damaging the vehicle too much, or just stop in front of it and the driver may hop out. Lose the Wanted Level if you acquired one, then take the vehicle to Brucie's lockup.

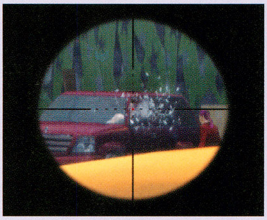






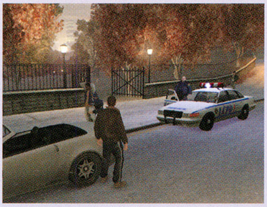
Meadows Park

The prize vehicle **(7)** is being driven around Meadows Park. Follow the blip and keep your distance once you spot it. Have a sniper rifle handy. When the vehicle stops at a light, exit your car, take aim, and shoot the driver through any window. One well-aimed shot will do the trick with minimal damage to the vehicle. Alternatively, you could stop in front of the vehicle and the driver will exit and may or may not attack you. If an attack does occur, take matters into hand, then take the vehicle to Brucie's lockup.



Chase Point Pimp

The target vehicle **(8)** is owned by a pimp in the Guantanamo Avenue Station. Take a cab or jack a car, then head to the target. Set a waypoint a half a block away if you take a cab to avoid spooking the driver. A hooker is seen approaching the target vehicle and the driver seems pretty distracted. Try sniping him from a distance before attempting to jack the vehicle. Take the car to Brucie's lockup. Make sure to pay the bridge toll to avoid police attention.



Park in Outlook

This vehicle **(9)** is located near the park in Outlook. A police car is parked directly behind it and the cops are preoccupied with an arrest on the sidewalk. The vehicle is unlocked, so it's an easy jack; however, you are up against a two-star Wanted Level with the cops starting the chase right on your tail. Burn rubber straight ahead and watch the radar. Steer for the closest edge of the wanted zone while avoiding the police on neighboring streets. As soon as you clear the wanted zone, pull into a secluded, out-of-sight area and stop. Wait for your Wanted Level to fade, then drive the sweet ride to Brucie's lockup.

Cerveza Heights Parking Garage

This vehicle **(10)** is located in a parking garage in Cerveza Heights. When you get near the garage, the driver begins motoring out. Try setting a waypoint in an area a block from the target, then sneak up on him with a sniper rifle handy. If you can't pull that off, try blocking the exit and using a drive-by attack, or jump out and quickly pull the driver out before a chase ensues.

If a chase is in the cards, the driver often stops at a nearby gas station. If this happens, just pull him out of the vehicle when he comes to a halt. Or snipe him through the driver's side window to lessen the chance that he'll drive off again. Take the vehicle to Brucie's lockup.

Rigged to Blow

Faustin

Once you complete "Logging On" for Roman, Faustin's "**F**" icon reappears on the map. Follow it back to his Beachgate mansion **(1)**. There you meet Faustin's wife, Ilyena, and hear some of Faustin's back story, plus more disturbing images from Niko's past. When Mikhail finally arrives, he tells you about someone with a garage in Chase Point who owes him money. Your job is to deliver a truck to this man's garage.

Main Objectives

- Pick up the truck.
- Deliver the truck to the auto parts garage.
- Trigger the bomb and escape the aftermath.

Prerequisites

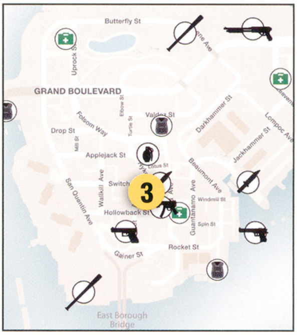
- Complete "Logging On."

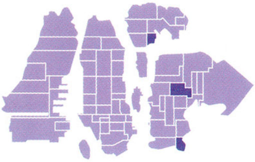
Fail Conditions

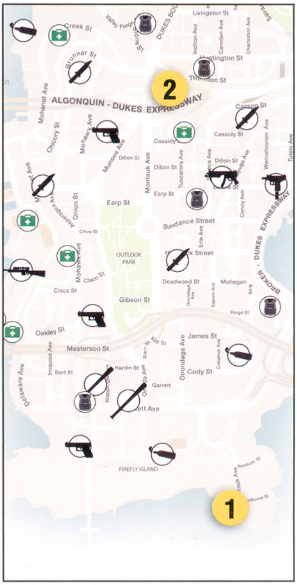
- Truck is destroyed before reaching the garage.
- Bomb detonates before you reach the garage.

New Elements Introduced

- Opens the Brucie missions.


Butterfly St
Uprock St
GRAND BOULEVARD
Drop St
Folsom Way
Mill St
Elbow St
Turtle St
Valdez St
Applejack St
Lotus St
Darkhammer St
Jackhammer St
Lompoc Ave
Beaumont Ave
Switch
3
Wallkill Ave
San Quentin Ave
Hollowback St
Guantanamo Ave
Windmill St
Spin St
Rocket St
Gainer St
East Borough Bridge




Creek St
Valley Forge
DUKES BOU
Livingston St
Brunner St
Huntington St
Thornton St
2
ALGONQUIN - DUKES EXPRESSWAY
Mohanet Ave
Chicory St
Mohawk Ave
Munsee Ave
Cassidy
Cassidy St
Carson St
Dillon St
Montauk Ave
Tuscarora Ave
Earp St
Onion St
Sundance Street
OUTLOOK PARK
Deadwood St
Mohegan Ave
Cisco St
Gibson St
BROKER - DUKES EXPRESSWAY
Ringo St
Oakley St
Masterson St
James St
Cody St
Delaware Ave
Iroquois Ave
Bart St
Hardin St
Garrett
Onondaga Ave
FIREFLY ISLAND
1

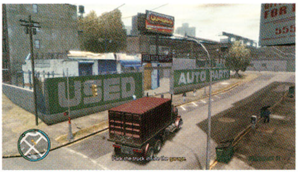
Mission

Go to the old factory and get in the truck.

Follow the blue radar blip to the large truck parked outside a factory **(2)** near the freeway ramp in Schottler. Get in the truck; Niko calls Faustin and learns that the vehicle is loaded with explosives. Faustin wants you to deliver it to a garage on the corner of Guantanamo and Windmill, in South Bohan.

Drive to the garage and park inside.

It's a long haul to the garage **(3)**, and the explosives are volatile. A green light on the truck's tailgate is connected to the bomb; the light starts flashing red if the explosive takes damage from your truck's collisions. The faster this indicator light flashes, the more damage the bomb has sustained. Drive carefully, and stop to pay the bridge toll on the way! When you arrive at the Used Auto Parts & Salvage, pull the truck into the marker inside the garage.



Trigger the bomb and get out of the area.

While still inside the truck, press the button indicated onscreen to trigger the bomb. Watch as Niko runs across the street and the truck explodes. You can then escape the area to avoid picking up a police Wanted Level or stick around for a bit to catch an interesting story conversation—eavesdrop on the pedestrian using his cell phone right in front of the garage. Niko automatically calls Faustin to report his mission success.

Soon you get a text message from Dimitri. He wants to meet on the Firefly Island boardwalk. A "**DR**" icon (for "Dimitri Rascalov") now appears on the map. Follow Dimitri's icon to trigger "The Master and the Molotov."

New Mission Strand Opens!

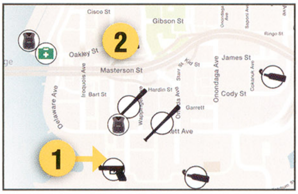
After you complete "Rigged to Blow," you get a call from Roman, who says Brucie has some work for you. Brucie now appears on the radar map as the "B" icon. You can travel to Brucie's Executive Autos on Mohanet in East Hook and try "Search and Delete," the first story mission for Brucie. (You may have even already completed some Car Theft Procedural Missions for Brucie by now.)

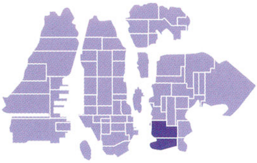
USED AUTO PARTS Salvage
USE
AU
ORIGINAL HIP HOP

The Master and the Molotov

Dimitri

Follow the "**DR**" icon to the Firefly Island boardwalk **(1)** where Niko meets Dimitri Rascalov on a waterfront bench. Dimitri is somber; his old friend Mikhail's recklessness has put him in a difficult position, forcing him to make a painful decision. The hit on Kenny Petrovic's son, Lenny, (in the "Final Destination" mission) puts Niko in a tough bind too. The only way out for both men is to eliminate Mr. Faustin. But Faustin will be well-protected at Perestroika, his club hangout. It will be a tough hit to execute.

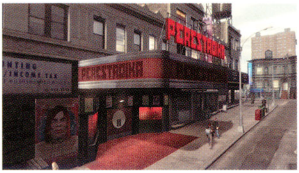




Mission

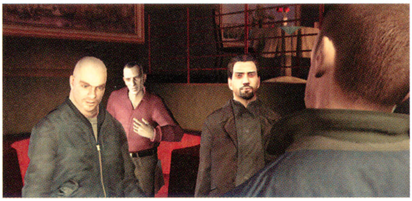
Go to Faustin's club.

Head to Perestroika. Move into the yellow marker **(2)** to watch Faustin and two Russian thugs arrive and enter the club. Afterward, you get a text message from Dimitri saying he's left "some protection" for you around the side of the club.



Find Faustin inside Perestroika.

Return to the club entrance and go inside to trigger a cut-scene. Niko enters the club and confronts Faustin, accusing him of pushing things too far. Faustin's two thugs step forward. Get ready to fight them when the scene ends.



Take out Faustin's goons.

Immediately gun down the two goons, then quickly take cover. Yes, Faustin is the essential target; he sets up across the cabaret, firing at you from behind the bar on its rightmost end. However, his other goons are all around the club, so you'll probably need to eliminate some of them first. Your armor comes in handy as your opponents open fire from across the room. Use cover wisely, and if you decide to rush the bar to thin out the Russian ranks, be sure to keep diving and rolling.

Main Objectives

- Find Faustin at the Perestroika club.
- Kill Faustin.

Prerequisites

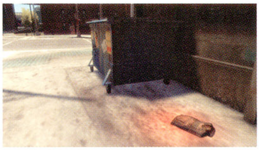
- Complete "Rigged to Blow."

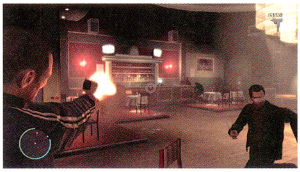
Fail Conditions

- Faustin escapes.

▲ Nab the armor left by Dimitri.

Follow the green radar blip to find the Body Armor just around the corner to the east, tucked behind the trash dumpster.





ZiT
WE'LL SPOT THE SONG FOR YOU
TRACKING TUNE
SELECT
CALL 948-555-0100

Chase down Faustin when he makes his break.

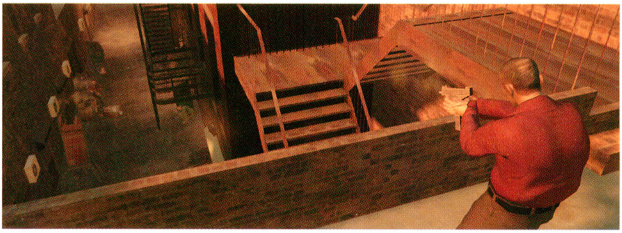
When Faustin takes enough damage (or if you rush the bar), he yells for more protection and then runs out the back exit. Chase him, but be prepared for a pair of ambush situations—one in the exit hallway and another in the back alley. Three Russians wait for you in the hallway just beyond the swinging door and several more are posted in the alley out back. Again, use cover when you can and use the roll and shoot technique when cover is sparse. You must defeat the hallway assailants rather quickly or Faustin will escape. Just be brave and trust your armor as you run and gun. Don't get stupid, though; you need to save some health for the alley battle that follows.

If you don't nail Faustin in the alley, he runs up some nearby stairs. Follow him up to the roof where he rails insanely at American greed and other topics, and warns you that Dimitri has turned on him and will turn on you too.

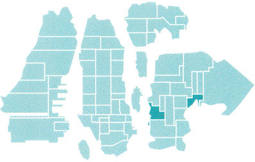
Kill Faustin.

Once you reach the roof, Faustin stops firing and gives up. To end his tiresome monologue, target Faustin with a pistol and take him out. The roof area includes a couple of platform areas connected by walkways, so Faustin has plenty of room to move about. When Faustin finally falls dead, Niko calls Dimitri to report. Dimitri hopes this will make peace now with Petrovic.

After you exit the area and drive for a while, an onscreen message reveals that you can call Dimitri and check on his progress with Petrovic, or you can wait for him to contact you. Either way, you eventually get Dimitri's report that he has your money and wants to meet you at the warehouse on Mohanet in Downtown Broker. Then, curiously, he says: "Come alone."

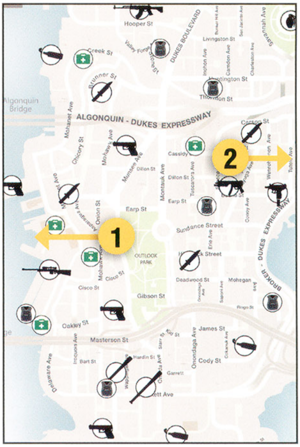


Russian Revolution



Faustin

Shortly after setting up the downtown warehouse meeting with Dimitri, Niko gets a call from Little Jacob warning him to watch out because "dem Russian is seriously vexed wit ya." He offers to accompany Niko; he'll be waiting to meet you behind the warehouse.



1
2
ALGONQUIN - DUKES EXPRESSWAY
BROKER - DUKES EXPRESSWAY
DUKES BOULEVARD
Algonquin Bridge
OUTLOOK PARK
Hooper St
Sundance Street
Earp St
Gibson St
Masterson St
James St
Cody St
Oakley St
Delaware Ave

Mission

Meet Little Jacob in East Hook.

Follow the blue radar blip to find Little Jacob waiting for you near the back door of the warehouse on the docks **(1)**. Meeting him triggers a cut-scene in which Niko enters and meets Dimitri, who brings up some business from Niko's past: his dealings with another Russian crime lord named Bulgarin, who appears with a crew of goons. Bulgarin's men attack and Little Jacob jumps to your defense just before the back door slides shut. Now the only way out of the warehouse is via the front entrance.

Main Objectives

- Meet up with Little Jacob at the warehouse.
- Wipe out Bulgarin's crew.
- Escape the cops and lose your Wanted Level.
- Take Little Jacob back to his hangout.

Prerequisites

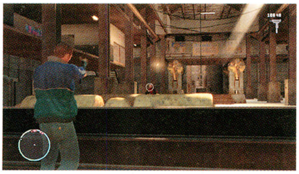
- Complete "The Master and the Molotov."
- Complete "Shadow."

Fail Conditions

- Little Jacob dies.

New Elements Introduced

- Large scale shootouts.
- Advanced combat techniques used from cover.



Wipe out Bulgarin's men.

When the scene ends, you are crouched behind cover with a weapon. Dimitri, Bulgarin, and a big squad of enemy gunmen are deployed across the warehouse and you've got Little Jacob watching your back. Most of your targets are on the warehouse floor, but watch out for shooters high up on the balcony walkways to the left and right. Use grenades or the nearby Molotov power-ups to take out targets behind cover. Grab the Body Armor on the floor behind the second row of cover objects. There's also a Health Kit inside the first floor room on the right, which regenerates.

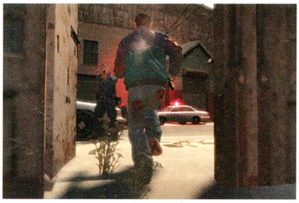
As you fight, you get a series of instructional messages in the screen's upper-left corner:

- First, you learn about the "blind fire" technique, which lets you shoot without leaving cover. The method is inaccurate, but lets you take far less damage than if you expose yourself in a wild firefight by locking on targets with aimed fire. Manually aimed blind fire often takes out a target as easily as non-blind fire shooting.
- You also get onscreen instructions on how to zoom in when you're locked onto a target, and how to move side to side when in cover.
- Note the hint about how recoil from sustained weapon fire reduces your accuracy. Fire in short bursts to minimize recoil and the resulting bullet spread.

Once you wipe out most of their minions, you see Bulgarin and Dimitri escape the warehouse via the front door. Suddenly you hear police sirens and you get slapped with a two-star Wanted Level. Cops arrive and take up positions outside the front door.

▲ Don't Be Passive!

You can't just lie in cover and take your sweet time picking off Bulgarin's crew. Your ally, Little Jacob, takes more and more damage as the gun battle goes on. When Little Jacob's health drops to zero, you lose the mission, so be aggressive with taking out the enemy and getting to the warehouse's front door!



Lose your Wanted Level!

Shoot the remaining enemy above the exit before he deals you any more damage; you'll need every bit of your health when you expose yourself to the cops outside. Grab the First Aid Kit in the side room before exiting. If you haven't already nabbed the Body Armor on the floor near the entrance, do so now. The battle with the cops will never end if you try to hold your ground and wait for a lull in the attacks. Take out the cop closest to you so that he doesn't approach your getaway car. Besides, shooting the cops will only raise your Wanted Level even higher. Just grab the vehicle to the right, then punch the accelerator hard as soon as Little Jacob enters. The onscreen objective tells you to get Little Jacob back to his café, but focus entirely on losing your Wanted Level first, speeding out of the flashing search zone marked on your radar.

Get Little Jacob back to the Homebrew Café.

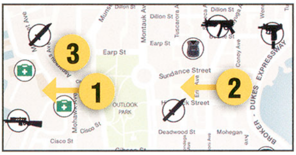
Once you finally get clear and your Wanted Level is removed, follow the yellow GPS route to take Little Jacob back to his hangout, the Homebrew Café **(2)**. When you arrive at the marker, Little Jacob tells you to get Roman and lay low for a while. Meanwhile, he'll speak to Badman and come up with a plan. This wraps up the Russian mob missions.

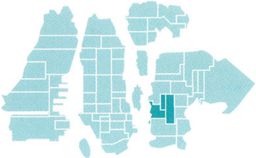
Take Little Jacob's advice (and the onscreen hint) and contact your cousin to inform him of the situation. When you call Roman, he begs you to meet him in the alleyway off Hopper Street in East Island City. You can follow the "**R**" icon to meet him and trigger the "Roman's Sorrow" mission.

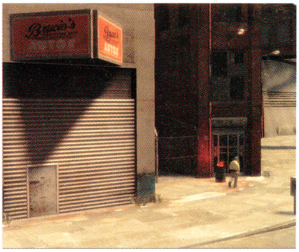
Search and Delete

Brucie

Completion of "Rigged to Blow" prompts a call from Roman, who tells you that Brucie has work for you. Follow the "**B**" icon across the map to Brucie's business, called "Brucie's Executive Lifestyle Autos," in Broker's East Hook district **(1)**.







Your first mission for Brucie shows you how to use police computers to track down suspects. Brucie knows the Bellic boys need money, so he's got a tough but well-paying job for Niko. Brucie wants to whack a potential witness against him. The target is lying low, however, so Niko needs inside info to smoke him out. Of course, the most inside info possible is police data files, so Brucie wants you to steal a cop car and hack the computer inside.

Main Objectives

- Steal a cop car, then lose your Wanted Level.
- Use the police computer to learn Rivas' location.
- Chase down and kill Rivas.

Prerequisites

- Complete "Logging On."
- Complete "Rigged to Blow."

Fail Conditions

- Lose Rivas during the chase.

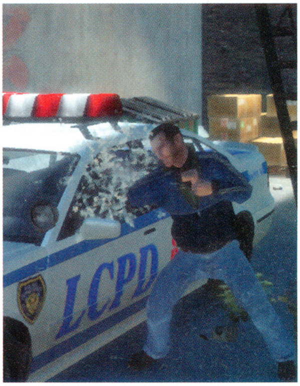
New Elements Introduced

- Police computer.
- Unlocks Procedural Missions: Vigilante.
- Unlocks Procedural Missions: Most Wanted.

Mission

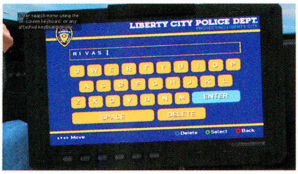
Get a cop car.

First, you need a police car. There are several ways to attract the attention of the authorities. One is to attack someone in front of the local officer on foot patrol. You can also attack the cop himself, if you want. Another tactic is to find squad cars parked outside police stations **(2)**. Occasionally, you get lucky when no one is watching while you jack it. But perhaps the fastest way to get a cop car is to simply open your cell phone and dial "911." (If you don't figure this out yourself, then Brucie advises you to do so in a text message.) When a cruiser arrives, run up and try to get inside before the cop(s) can arrest or shoot you.



Lose your Wanted Level.

Now drive like a bat out of hell until you lose your Wanted Level. Again, the idea is to get outside the flashing zone on your map, then pull down a side street or alley. When you're in the clear, Niko automatically calls Brucie, who reports that your target's name is Lyle Rivas and tells you to type it into the computer.


LIBERTY CITY POLICE DEPT.
RIVAS
ENTER
SPACE
DELETE
Move
Delete
Select
Back

Access the police computer.

Follow the onscreen instructions to access the computer. (Your police car must be stopped.) From the Main menu, select "Search Police Records" to bring up the Search Database screen, then select "Search by Name," type in "LYLE RIVAS," and select ENTER. You learn that his hangout is in Broker and you can mark Rivas's house on your radar. When this is done, exit the computer.

Get to Rivas' house.

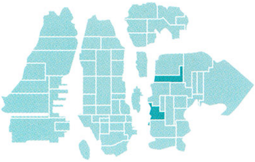
Follow the yellow GPS route (or take a taxi) to your destination, a four-story brownstone on the corner **(3)**. Leave your car near the building's front door and enter. Step into the marker to trigger a quick cut-scene: Rivas escapes via his bathroom window and hops into a car to make his escape.

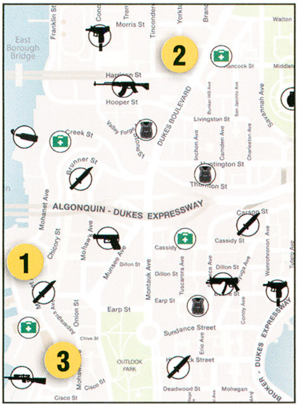
Chase down and get rid of Rivas.

Sprint back outside and hop in your car, then chase Rivas (the red blip on your radar). Don't let him escape! He leads you on a wild ride, speeding and weaving. Try nailing him with gunfire while driving on his tail. Watch out for the truck that dumps out its cargo-load of barrels on the expressway. If you get close enough, ram his car. Once you inflict enough damage to his vehicle, Rivas hops out and you can just run over him.

Don't let Rivas escape on foot.

If you miss in your attempt to squish Rivas beneath your wheels, hop out and chase him down on foot, firing as you go. When you finally drop Rivas, Niko calls Brucie to announce the job is done.




1
2
3
East Borough Bridge
Morris St
Harrison St
Hooper St
Creek St
Brunner St
DUKES BOULEVARD
Livingston St
Huntington St
Thornton St
ALGONQUIN - DUKES EXPRESSWAY
Carson St
Cassidy St
Dillon St
Earp St
Sundance Street
Chive St
Cisco St
Deadwood St
Mohegan
OUTLOOK PARK
BROKER - DUKES EXPRESSWAY
Walton

Easy As Can Be

Brucie

Follow the "**B**" to Brucie's place **(1)**. Brucie reports that many people are very grateful about the demise of Lyle Rivas, and it turns out he left behind a car worth stealing in an alleyway off of Yorktown Avenue in Steinway. He wants Niko to go pick it up—no risks, he says.

Main Objectives

- Go to Yorktown Avenue and nab the car.
- Get the car back to Brucie's lockup.

Prerequisites

- Complete "Search and Delete."

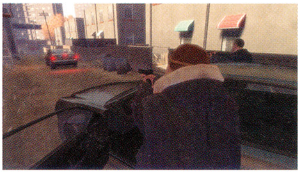
Fail Conditions

- Car is destroyed.

Mission

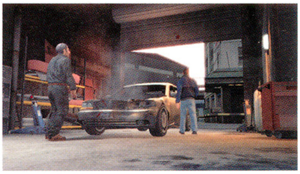
Go to Yorktown Avenue and find the car.

Follow the yellow GPS route north to Yorktown Avenue and step into the marker **(2)**, then follow the blue blip up the alley to the car—the Oracle with the blue icon overhead. Wield a weapon (the Micro-SMG is a nice option, as long as you have plenty of ammo), then get inside Lyle's car to trigger a cut-scene: Carloads of goons pull up and tell you to get back out. Do not follow their orders.



Get the car back to Brucie's lockup.

Three enemy cars have targeted you, and they will attack relentlessly if you try to outrun them to the lockup. Your best bet is to eliminate the threat by gunning down the thugs in each car. The first car is directly behind you. Quickly swivel your camera view to face them, then open fire on them from inside your Oracle. (Remember to use the drive-by shooting method.) Nail the passenger-side shooter first, then blast the driver when he emerges.



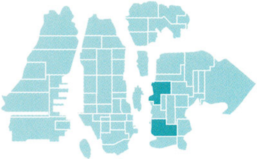
Next, swivel your targeting view to look down the perpendicular alley toward the street. Open fire on the car parked at the alley entrance, again gunning down the passenger-side gunman first, then the driver. Now you can pull the Oracle out into the street, where the third car waits for you. Even if you have a police Wanted Level, take your time eliminating this last car's pair of thugs. Once the third enemy car is wasted, you have no other foes to face and you can focus on losing the Wanted Level without taking gunfire.

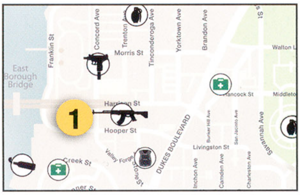
When the thugs are dead and you've outrun the cops, follow the yellow GPS route and drive to Brucie's lockup **(3)**. Be sure to drive carefully to avoid further damage to the Oracle. If the car gets trashed, you lose the mission, even if you're free and clear of attackers. The garage door is closed when you reach the lockup, but it opens automatically as you approach it. Pull into the yellow marker inside the garage to complete the mission.

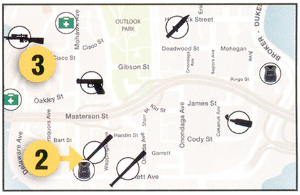
Roman's Sorrow

Roman

After you finish the Faustin missions, including the wild finale, "Russian Revolution," you can call Roman (or he calls you) to learn that he's in hiding again. He begs you to meet him in the alleyway off of Hopper Street in East Island City **(1)**. This mission gets you off of Broker and into a new safe house in Bohan.




Concord Ave
Trenton Ave
Tinconderoga Ave
Yorktown Ave
Brandon Ave
Franklin St
Morris St
Walton L
East Borough Bridge
Hancock St
Middleto
1
Harrison St
Hooper St
DUKES BOULEVARD
Bunker Hill Ave
San Jacinto Ave
Savannah Ave
Livingston St
Creek St
Valley Forge
Stone St
Inchon Ave
Camden Ave
Charleston Ave


OUTLOOK PARK
Mohawk Ave
Street
Cisco St
3
Cisco St
Deadwood St
Mohegan Ave
Onondaga Ave
Saponi Ave
BROKER - DUKES
Gibson St
Ringo St
Oakley St
Masterson St
Kid St
Starr St
James St
Onondaga Ave
Cokanuk Ave
Iroquois Ave
Bart St
Hardin St
Cody St
Delaware Ave
2
Wappinger Ave
Garrett
Ett Ave

Main Objectives

- Find Roman hiding in EIC.
- Go to Roman's apartment and then his office.
- Go to the new safe house in Bohan.

Prerequisites

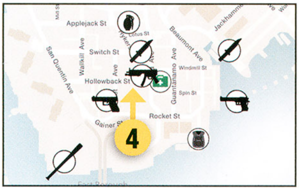
- Complete "Russian Revolution."

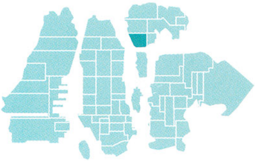
Fail Conditions

- Roman dies.

New Elements Introduced

- New Safe House: Bohan.
- Opens the Manny missions.
- Unlocks "Out of the Closet."



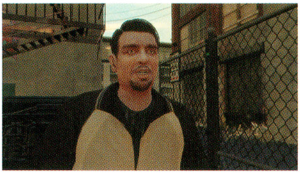


◎ New Mission Strand Opens!

After you complete "Roman's Sorrow," a new "M" icon automatically appears on your map. Who could it be? If you travel to that location in South Bohan, you find a Community Center. There you can trigger "Escuela of the Streets," the first mission in the Manny/Elizabeta set of missions.

Mission

Go to Roman.



Follow the yellow GPS route to the alleyway leading to a parking garage on East Island City **(1)**. Step into the marker to trigger your meeting with Roman. Niko explains the new, grim situation, and Roman suggests a new course of action.

Go to Roman's apartment.

Follow the yellow GPS route (or catch a cab) to Roman's place **(2)**. On the way, Roman tells Niko his new American dream—and it's not half-bad, nor is it unrealistic. But you have far to go to reach it. He tells Niko he has something important in his apartment to show his cousin. Unfortunately, when you finally arrive, you find Roman's building in flames.

Go to the cab depot.

Head to Roman's cab depot **(3)** to find more sorrow for Roman: His business is in flames too. Your cousin has lost everything.

EXPRESS CAR SERVICE

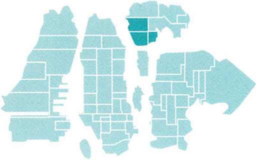
Go to Bohan.

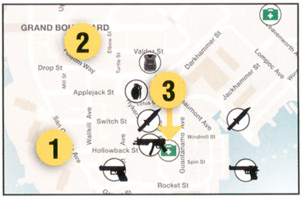
Roman makes arrangements with Mallorie for a new place where he and Niko can lay low. It's a long trip to South Bohan **(4)**, so consider taking a taxi to speed up the trip. When you arrive, walk into the marker to trigger a scene. Roman and Niko arrive at their "new start," and Mallorie joins them. This is your new safe house, replacing the one that just burned down.

Escuela of the Streets

Manny

After you complete "Roman's Sorrow," an "**M**" icon suddenly pops up on your map **(1)**. Track it down to the Community Center in South Bohan where Mallorie introduces Niko to her childhood friend, Manny Escuela, a community activist with two powerful desires—to clean up the Bohan streets and to make sure he gets the credit for it.




GRAND BOULEVARD
1
2
3
Drop St
Mill St
Elbow St
Turtle St
Valdez St
Applejack St
Switch St
Hollowback St
Walkill Ave
Darkhammer St
Jackhammer St
Lompoc Ave
Leavenworth Av
Beaumont Ave
Guantanamo Ave
Windmill St
Spin St
Rocket St

Niko's first visit to the Community Center comes in the middle of a video shoot. Manny wants Niko to chase off some local drug dealers with him. Manny's purpose is noble, although he wouldn't mind getting a TV series out of the deal as well.

Main Objectives

- Find the dealer and follow him to the meeting.
- Wipe out all of the dealers in the warehouse.

Prerequisites

- Complete "Roman's Sorrow."

Fail Conditions

- Dealer escapes.
- Manny dies.
- Dealer's car is damaged before the meeting.
- Dealer is spooked by staying too close.
- Leave the warehouse during the shootout.

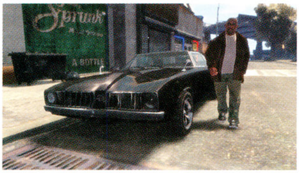
New Elements Introduced

- New Random Character: Mel.

Mission

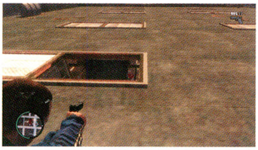
Drive Manny to the dealer's place on Grand Boulevard.

Take a car and let Manny get in with you, then follow the yellow GPS route to the marker next to the Deli-Grocery on Grand Boulevard **(2)**. During the ride there, Manny grills you on your cousin's intentions with Mallorie. When you arrive, he tells you to pull up behind the dealer and his "drug wagon." Remain in the car and pull into the marker; you see the dealer get into his vehicle and drive away.

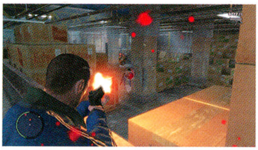


Rooftop Assault

One of the warehouse's ceiling skylights is open, so you can get inside that way. Here's how: From the front door, turn right and head south down the street. Climb the staircase onto the roof of the next building. Find the boards that form a bridge connecting the rooftops and cross them to the roof of the dealers' warehouse.



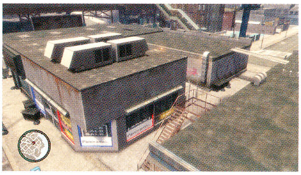
Move toward the open skylight. Then, from the roof, pick off any dealers you can see down below on the warehouse floor. (You can nail several if you're patient.) Eventually, you must drop down into the warehouse to find and terminate the remaining dealers. If you need Health, there's a soda machine to the right as you drop through the skylight.



Follow the dealer to the meet…but don't get too close or he'll get spooked.

Follow the dealer's car. Listen to the advice on tailing distance and watch for onscreen text messages too—if you get too close, Manny lets you know and you should back off. Same goes for falling too far behind. Use Manny's comments to calibrate your distance from the dealer. If you stay too close for too long, or get too close too many times, the dealer aborts his trip to the meet and you fail the mission.

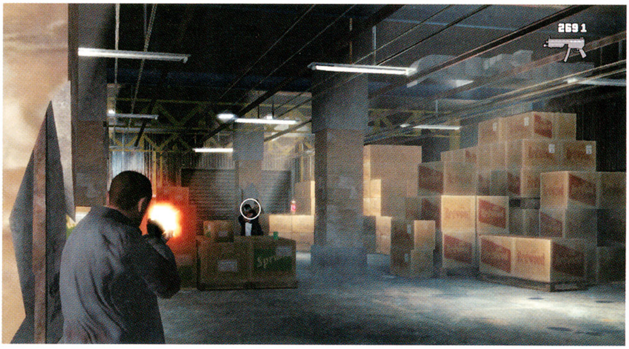
Follow the dealer into the warehouse.



When the dealer finally stops, pull into the yellow marker **(3)** behind his car to trigger a quick cut-scene. The dealer enters the warehouse; Manny sends Niko in after him to get rid of the dealers… then bravely drives away to pick up his cameraman. Approach the entrance near the dealer's car, just to the left of the big Sprunk wall ad. If you try the door, you'll find it's locked.

Shoot open the lock or enter the warehouse via the window.

You can shoot the lock off the warehouse door, then enter and start firing. Or, you can break the window just to the left of the door, then jump up to grab the sill and pull yourself into the small office next to the warehouse's main floor. (This breaking and entering draws police attention, but they won't enter the warehouse.) You can then burst through the office door and start the gunfight with the dealers.



Wipe out all the dealers.

Eight dealers are meeting inside, so this is a very tough fight. Use all of the combat tactics you've learned, including cover, blind firing, rolling and shooting, and so on. (For a good alternate strategy, see our Rooftop Assault tip.) Watch out for shooters up on the balconies. When the last dealer drops, enjoy the amusing cut-scene as Manny takes credit as a "fearsome street warrior."

Random Character Unlocked: Mel

Completing "Escuela of the Streets" adds another Random Character to the map: Mel. Always keep an eye out for blue Random Character map icons. When you spot one, approach the person indicated to trigger an interaction.

Random Character: Mel

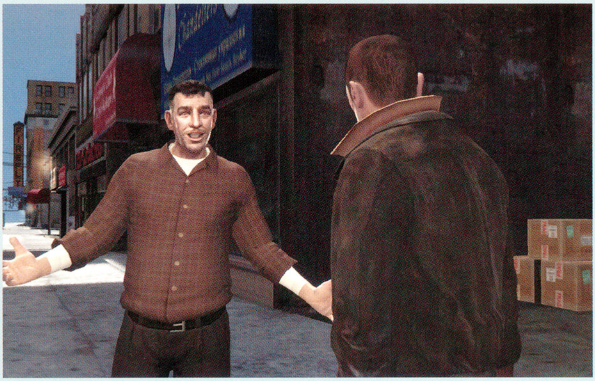
Prerequisites

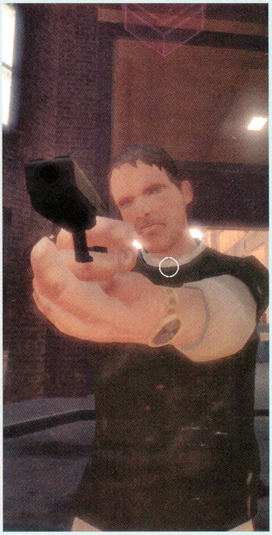
- Complete Manny's mission, "Escuela of the Streets."

Fail Conditions

- Mel dies.
- Niko dies.
- You get busted.

Mel can be found on the sidewalk just up the street from your original Schottler safehouse, toward the neighborhood police station. He recognizes you from meetings with Vlad in Comrades bar. He tells you he's done with the bottle now and wants you to help him repay one of his old debts to a loan shark. He doesn't need money, just protection.



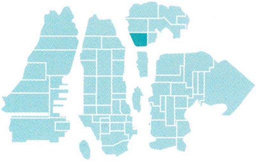


Mission

Take Mel to the meeting.

Get a car, pick up Mel, and follow the yellow GPS route to the destination in Outlook. Mel leads you into an alley to meet three of the loan sharks. They can't forgive Mel for his drunken conduct and the deal goes south. Pull out an assault rifle and mow down the three unarmed targets (who quickly arm themselves once you start shooting). Then pick up Mel and take him home—follow the GPS route back to where you found him to complete the mission.

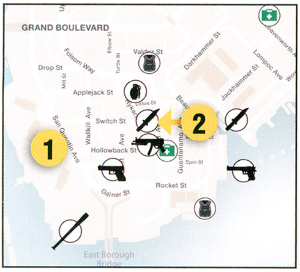
ZIT
CALL 948-555-0100
TRACKING TUNE
SELECT
WE'LL SPOT THE SONG FOR YOU

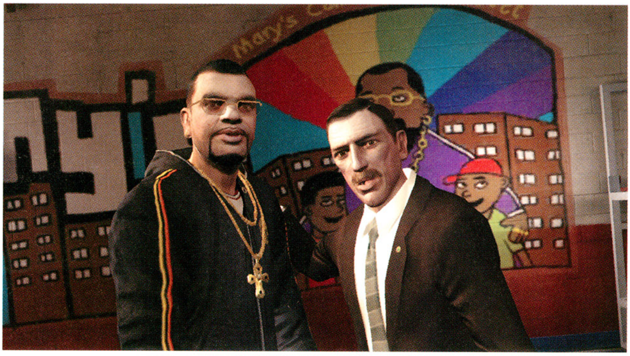


Street Sweeper

Manny

Follow the "**M**" icon back to the Community Center **(1)**. Niko arrives just as Manny the "street cat" is polishing up his street cred on-camera again, this time with Officer Francis McReary of the LCPD. After the cop leaves, Manny asks Niko to clean out a bunch of gang bangers over on Windmill Street.


GRAND BOULEVARD
Drop St
Folsom Way
Mill St
Elbow St
Turtle St
Valdez St
Darkhammer St
Leavenworth Ave
Lompoc Ave
Jackhammer St
Applejack St
Lotus St
Switch St
Beau
Wallkill Ave
Ave
San Quentin Ave
Hollowback St
Guantanamo
Spin St
Rocket St
Gainer St
East Borough Bridge
1
2



Main Objectives

- Hit the gang hangout on Windmill with a drive-by attack.
- Chase down the escaping gang car.
- Kill all the gang bangers.

Prerequisites

- Complete "Escuela of the Streets."

Fail Conditions

- Any gang member escapes.

New Elements Introduced

- Drive-by shooting.

▲ Wanted Level

Your drive-by shooting may attract the police. Just ignore them as best you can until you wipe out the gang, then focus on losing your Wanted Level.

✻ Mission

Go to Windmill Street.

The dealers immediately appear marked as a red icon on your map **(2)**. Grab a car and follow the red route a short distance over to Windmill Street. Read the onscreen instructions on how to shoot an appropriate weapon while driving, then open fire on the gang as you approach them on Windmill.

Clean out the gang members.

Gun down the two gang members standing by the open garage door. As soon as you do this, a car full of gangsters bursts out of the garage. Quickly kill all the gang members on foot, then chase down that escaping car!

Don't let the gang escape! Chase down the car.

Follow the gang car, firing at it from your own vehicle. Keep reading the onscreen tips on drive-by shooting; note that you can cycle through weapons while driving too. If you nail the gang car enough times, it bursts into flames and eventually explodes, taking out most of the remaining gang. However, watch to see if any survivors emerge and run away. If they do, chase them down and run them over or shoot them.

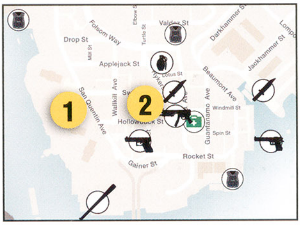
▲ No Chase Required!

You can hit the driver first through the windshield to avoid the car chase altogether. Just make sure the other gang members don't get in the driver's seat!

When the last gang member falls, outrun any cops on your tail until your Wanted Level is lost. Niko automatically calls Manny to report the gang's elimination. A short while later Mallorie calls to say she's got someone else who needs some work done (or you can call her). Her name is Elizabeta Torres and she lives in a Fortside apartment on San Quentin. When you hang up, an "**E**" icon appears on your map.

Luck of the Irish

Elizabeta


Drop St
Folsom Way
Elbow St
Turtle St
Valdez St
Darkhammer St
Lompo
Jackhammer St
Mill St
Applejack St
Lotus St
Beaumont Ave
San Quentin Ave
Walkill Ave
1
2
Windmill St
Hollowback St
Guantanamo Ave
Spin St
Rocket St
Gainer St

Follow the "**E**" map icon to the marker outside the apartment building in Fortside **(1)**. Mallorie introduces you to Elizabeta Torres, who wants Niko to provide backup for Patrick "Packie" McReary on some business he's about to transact. Outside, Packie explains that your job is to be his "guardian angel" with a rifle from the rooftop overlooking his meeting on Joliet Street.

✪ Mission

Go to the building in South Bohan.

Follow the yellow GPS route to the marker at the entrance of the four-story building on Joliet in South Bohan **(2)**. Walk into the marker to get your next instruction.

Main Objectives

- Get the sniper rifle on the South Bohan roof.
- Protect Packie by sniping down the enemy gang.

Prerequisites

- Complete "Street Sweeper."

Fail Conditions

- Packie dies.
- You crash the meeting.
- You shoot up the meeting before it goes bad.
- Any gang member escapes.

New Elements Introduced

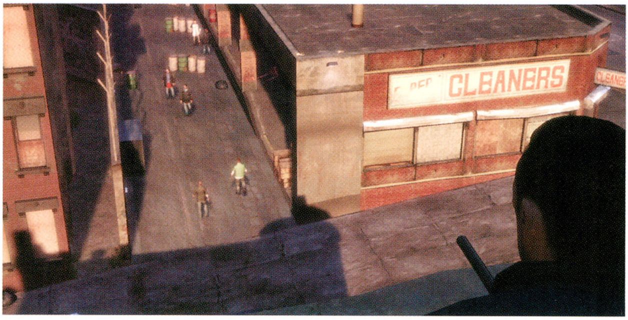
- Sniper rifle.

Find the sniper rifle on the roof.

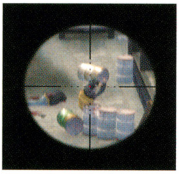
Climb the stairs to the roof. Grab the sniper rifle (marked green on radar) leaning against the railing just outside the rooftop doorway.

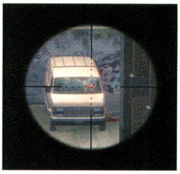
Make your way to the vantage point.

Find the designated sniper position on the opposite corner of the roof. Step into the yellow marker there to trigger a cut-scene. You see Packie and his associate arrive. Read the tutorial text on how to use the sniper rifle, then bring up the scope view. Don't shoot until the meeting goes bad!



Protect Packie.





The deal soon goes south and six goons open fire on Packie. Target each one, zoom in, quickly calibrate your aim, and then fire to pick him off. Packie will get into a hand-to-hand combat situation at the bottom left of the screen. You must save him halfway through the shootout. Hurry! If Packie takes too much damage or any enemy gang member escapes, you fail the mission.

When only one enemy gangster is left, he'll try to jump in the van at the back of the alley and drive away. The van is parked facing you, so shoot him right through the windshield to prevent his escape. After clearing all of the enemies, a second wave appears from the adjoining alley. There are three or four dealers in this second wave.

If you successfully protect Packie, Niko reports to Elizabeta, who is pleased and offers more work. Her "**E**" icon immediately reappears on your map.

THUR 08:14
Calling...
Elizabeta

▲ Explosive Shot

Some of the enemy gangsters take up firing positions at the back-left side of the alley near a barrel full of gasoline. Shoot the barrel to trigger a big explosion that can take out multiple targets.

▲ Snipe a Flying Rat

Test out your new sniper rifle by pinging the pigeon on the roof of the Cleaners building where the deal goes down.

Blow Your Cover

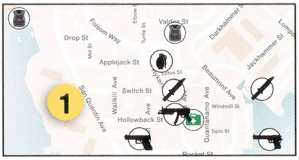
Elizabeta

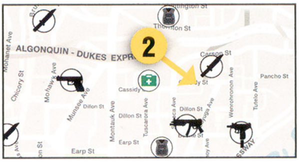
Follow the "**E**" icon to Elizabeta's place **(1)**. Her friend, Johnny, is making a big heroin sale and needs some protective oversight. Johnny just happens to be a member of The Lost biker gang, part of which Niko decimated back in "No Love Lost." Fortunately, though, that topic doesn't come up in the conversation. Here you're the guardian angel again, but this time you're partnering with a guy named Playboy X.

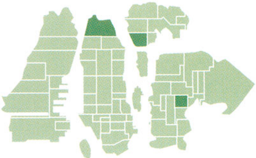
Mission

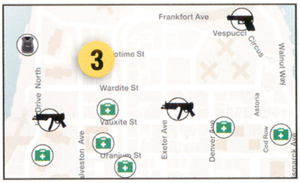
Take Playboy X to the contact's apartment in Schottler.

Drive or take a taxi to the destination **(2)**. You can usually find a sweet ride in Elizabeta's apartment parking lot. This time you can find Playboy X's tricked out Patriot. On the way, listen to Playboy X's big talk—he *owns* this city… in his mind, anyway. He tells you a bit about The Lost boys and their biker gang war with the Death Angels. When you reach the apartment, pull into the marker. Playboy X tells you that the crib is on the third floor.


1
Drop St
Folsom Way
Applejack St
Switch St
Hollowback St
Walkill Ave
San Quentin Ave
Guantanamo Ave
Beaumont Ave
Windmill St
Spin St
Darkhammer St
Jackhammer St
Valdez St


2
ALGONQUIN - DUKES EXPR
Thornton St
Carson St
Pancho St
Cassidy
Dillon St
Earp St
Mohawk Ave
Munsee Ave
Montauk Ave
Tuscarora Ave
Wenrohronon Ave
Tutelo Ave
Chicory St
Mohanet Ave




3
Frankfort Ave
Vespucci Circus
Walnut Way
Wardite St
Vauxite St
Uranium St
Exeter Ave
Denver Ave
Astoria
Cod Row
Drive North

Main Objectives

- Take Playboy X to his apartment.
- Accompany Playboy X to meet Johnny at the sale.
- Fight your way to the roof of the building, then back down to the ground via another stairwell.
- Stick close to Playboy X.

Prerequisites

- Complete "Luck of the Irish."

Fail Conditions

- Playboy X dies.
- You lose Playboy X (he gets too far away) during shootout.

New Elements Introduced

- Opens the Playboy X mission strand.
- Unlocks Algonquin Isle.

Follow Playboy X to meet the contact on the third floor.

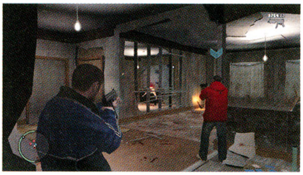
Follow Playboy X into the building and up the stairs to the third floor. Pick up the shotgun just inside the first floor back door. As you make your way there, he tells you the buyer is some Asian dude named Charlie, "just like in the movies." (This should give a veiled clue to who's upstairs.) Johnny is waiting for you on the third floor landing. When you reach him, another cut-scene plays.

The "buyers," of course, turn out to be undercover cops posing (very poorly) as dangerous street thugs. Johnny sees right through the amusingly bad act and cuts off the deal. The scene ends as the N.O.O.S.E. team pulls out their weapons.

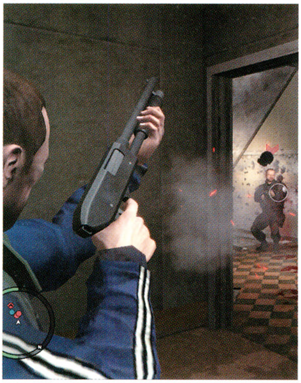
▲ Stay on Playboy X's Floor

Don't go downstairs. If you go just one floor lower than Playboy X, you "lose" him and fail the mission.

Clear out the four N.O.O.S.E. team members on the third floor.

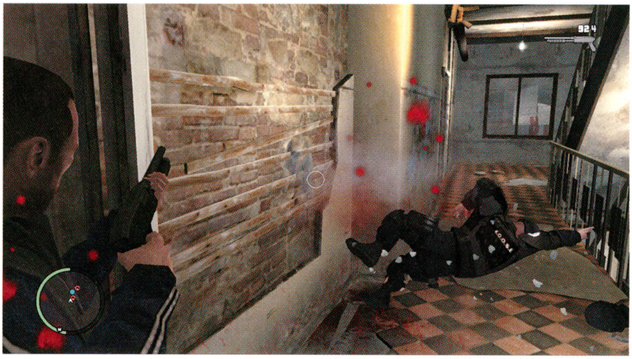


Playboy X is smart enough to realize that most of the cops are waiting for them to exit via the front door, so he suggests going upstairs to the roof instead. First, mow down the two N.O.O.S.E. guys firing at you from inside the next room. (You can nail them easily through the exposed wall joists.)



Two more N.O.O.S.E. officers are set up in the hallway waiting for you to emerge; Playboy X crouches near the door leading there. But instead of rushing the hall, which is what the cops expect, an easier tactic is to move around behind them through the room where you just gunned down the first two cops. Veer left toward that room's back exit and take cover behind the pillar near the doorway. Now you can shoot the unsuspecting first N.O.O.S.E. cop out in the hallway near the stairs.

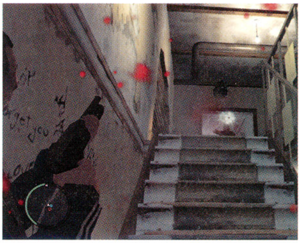
The second N.O.O.S.E. cop is directly around the corner to the left. Take cover against the left wall and slide closer to the door until you can swivel your camera view out to the right and spot the cop. Now you can lean out from the doorway and quickly blast him.



Head upstairs to clear the fourth floor.

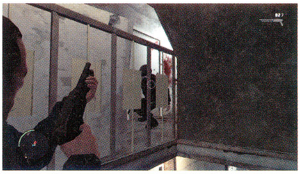
Two more N.O.O.S.E. team members wait for you on the next landing, right at the top of the stairs. You can see the red icon of the first cop as you creep to the stairs in a crouch. The moment you start climbing, he'll suddenly slide over to attack, so keep your gun aimed just above the center of the top stair as you climb.

After you nail the first cop, climb to the top stair and stop, then turn 180 degrees. Swing the camera out to see the second cop hiding behind a bookshelf at the far end of the fourth floor hall. Stay crouched and slide slowly left until you can get a shot, then take him down. (You can blast him right through the bookshelf with a shotgun.) Niko calls out to Playboy X that the path is clear, and Playboy X runs upstairs to the fifth floor. Follow him right up!



Head upstairs to clear the fifth floor.

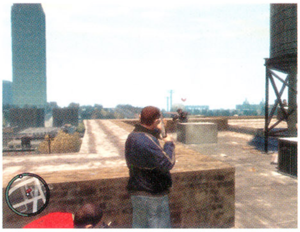
Two more N.O.O.S.E. cops are posted on the fifth floor, at the far end of the hallway. Playboy X slides into a nook, the only real cover on your end of the hall. Stay crouched and lean around the railing or try a few roll-and-shoot maneuvers back and forth across the hall. When the two cops drop, Playboy X rushes ahead upstairs to the next floor.

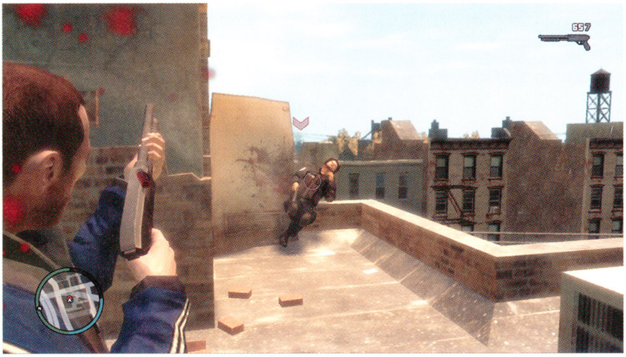


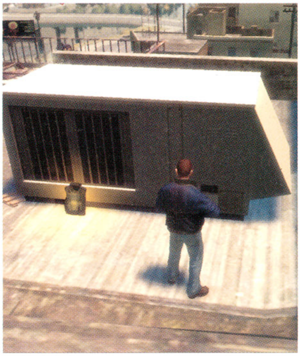
Head upstairs to clear the roofs.

Yes, five more N.O.O.S.E. officers await your arrival on the rooftops. If things get hectic, there is a health pick-up just outside of the roof entrance. The first two are posted behind ventilation units near the back edge of the first roof. Use your running slide to dive into cover as you move from unit to unit to get closer shots. Try throwing Molotovs or grenades behind the cops' cover to take them out quickly.

After the first two cops fall, Playboy X runs across to the next building's roof, calling for you to follow. Three more N.O.O.S.E. guys open fire from the top of the metal staircase on the far end of the roof. (Don't miss the Body Armor tucked against the air conditioning unit on the right.) Lean around to pick off the cops one by one, then follow Playboy X down the metal staircase to face one last N.O.O.S.E. officer near a rooftop door. This triggers a two-star Wanted Level and LCPD cops will start tracking you.







Get downstairs to ground level.

Now Playboy X tells you to drive him back to his crib in Northwood. Head through the rooftop door and fight your way downstairs to the ground floor exit, marked as the yellow blip on the radar map. One N.O.O.S.E. cop waits for you two floors down, with another single cop two levels below that on the ground level.

Lose your Wanted Level.

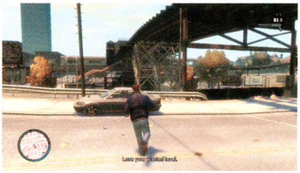
Exit the door to the street and steal a car; make sure Playboy X gets in, too! Then drive hard until you lose your Wanted Level.

Take Playboy X back to his apartment.

Now just follow the yellow GPS route to the marker outside Playboy X's place in Northwood **(3)**. When you drop him off, Niko reports the outcome to Elizabeta, who says she has more deals to make. Note that the "**M**" icon now appears on the map instead of Elizabeta's "**E**"—the next mission in this strand takes you back to Manny Escuela.

◎ New Mission Strand Opens!

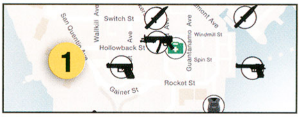
As you complete "Blow Your Cover," Playboy X tells you he'll call you when he needs you... in his own special way. Shortly after the mission ends, he sends a text message offering work, and Playboy X's icon appears on your map. Now you can travel to his crib in Northwood and try "Deconstruction for Beginners."

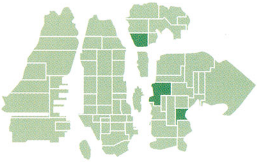

Lose your Wanted level.

The Puerto Rican Connection

Manny

When you follow the "**M**" to the South Bohan Community Center **(1)**, you find Manny upset about the state of the Manny video and, even worse, about some bad talk on the street being spread by his ex-gang. He wants Niko to shut them up, permanently. The punks are coming in on the El-Train from Algonquin to Dukes.


1
San Quentin Ave
Walkkill Ave
Switch St
Hollowback St
Guantanamo Ave
Windmill St
Spin St
Rocket St
Gainer St

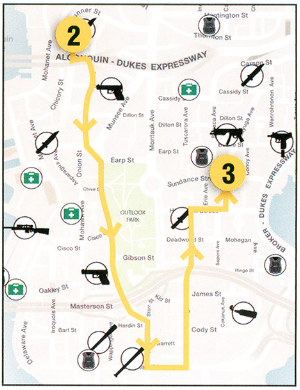


HELP MANNY CLEAN UP DA HOOD
ATTEND THIS WEEKS CRACKDOWN ON CRACK MEETING TO FIND OUT HOW YOU CAN HELP

✪ Mission

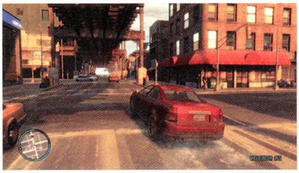
Go to the Algonquin Bridge.

Steal a car and follow the yellow GPS route to the marker by the bridge **(2)** to trigger a cut-scene. You see the passing El-Train. Your three targets are on that train.


2
3
ALGONQUIN - DUKES EXPRESSWAY
BROKER - DUKES EXPRESSWAY
Huntington St
Thornton St
Mohanet Ave
Chicory St
Carson St
Cassidy St
Munsee Ave
Dillon St
Montauk Ave
Tuscarora Ave
Earp St
Onion St
Sundance St
Erie Ave
OUTLOOK PARK
Mohawk Ave
Cisco St
Deadwood St
Mohegan
Gibson St
Oakley St
James St
Masterson St
Hardin St
Bart St
Cody St
Garrett
Delaware Ave
Iroquois Ave

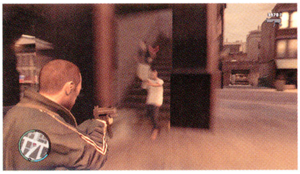
Follow that train!

Stay as close to the train as possible, using the streets below the elevated tracks. You can track the train by following the red radar blip that marks your targets' location. This is a tough, wild chase; if you get too far behind or stray too far off course, you fail the mission. Remember that you can press the Chase Camera button to swing your view from the car toward the targets, giving you a visual reference toward where you want to be heading.



Gun down the targets when they disembark from the train.

The game informs you when the targeted punks finally get off the train at the Schottler train station **(3)**. Instead of running up to the train platform, try waiting for the targets to come down to you. Otherwise, they may escape you in a getaway car. When they come down the station stairs, their plan is to get into a two-toned automobile that's parked at an angle to the curb near the row of newspaper boxes. Arm yourself and wait by that car, standing on the car's street side. When the three thugs saunter toward their vehicle, gun them down.



Chase down the targets if they escape.

If you get there a bit late or if any of your targets manage to fight past you into their car, they'll speed away. You'll have to hop in a vehicle and chase them down, using your drive-by shooting technique to riddle their ride with gunfire. Eventually, they pull into an alleyway and park. Don't let your targets escape on foot!

When this mission ends, you call Manny to report success. Shortly afterward, you receive a mystery text message calling for a meeting down on the Castle Gardens pier. Either follow the new "**?**" icon or wait until Elizabeta calls, asking you to come to her place for another job. You can then follow the "**E**" icon to continue the Manny/Elizabeta mission strand.

Main Objectives

- Go to the Algonquin Bridge and follow the El-Train after it passes.
- Kill the three gangsters who arrive at the Schottler station.
- If any gangsters escape, chase down their car and wipe them out.

Prerequisites

- Complete "Blow Your Cover."

Fail Conditions

- Get too far behind the train.
- Lose the target after he disembarks.

New Elements Introduced

- Opens the Francis McReary missions.

No Car Theft

You cannot break into the targets' car at the Schottler station to steal it, so don't waste your time trying. Just get ready to shoot them if you get to the car before your targets do.

New Mission Strand Opens!

After completing "The Puerto Rican Connection," you get a text message from a sender listed as "Unknown," asking to meet at the end of the pier at Castle Gardens. A mysterious "?" icon appears on your map at that location. Traveling to the designated pier triggers "Call and Collect," your first mission for Francis McReary.

Random Characters Unlocked:
Ilyena, Hossan, Sara, and Pathos

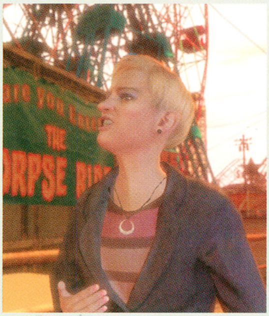
"The Puerto Rican Connection" unleashes a veritable platoon of new characters onto the map with whom you can interact. Keep an eye out for their blue Random Character icons from here on out. When you see one, approach the person indicated by the icon to trigger an interaction.

Prerequisites

- Complete Manny's mission, "The Puerto Rican Connection."

Fail Conditions

- Boyfriend escapes.



Random Character: Ilyena Faustin

Ileyna Faustin can be found on the boardwalk in Schottler, usually when you're on your way to the bowling alley. She appears after completing Manny's mission, "The Puerto Rican Connection." Niko expresses his regrets for her husband's untimely death. She wants your help getting rid of her daughter's no-good boyfriend.

Mission

Talk to Anna's boyfriend.

Grab the nearby motorcycle and follow the red blip that represents Anna's boyfriend on Dillon Street. You'll find the guy dressed in black, smoking a cigarette on the sidewalk. You must approach him while off of the bike or out of a vehicle. Niko warns the man to stay away from Anna Faustin, but you can cut this conversation short by simply dropping a grenade, returning to your motorcycle, then quickly pulling away. When you look back, you'll see a black smoldering spot where the boyfriend used to stand.

Of course, you can handle the situation differently if you like. Maybe just smack him around within an inch of his life to complete the mission. Either way, it ends in success; however, your choice determines which phone conversation you receive from the widow, Ilyena Faustin. She either scolds you or is more appreciative of your help. Regardless, you have no further contact with the Faustin clan.

Random Character: Hossan

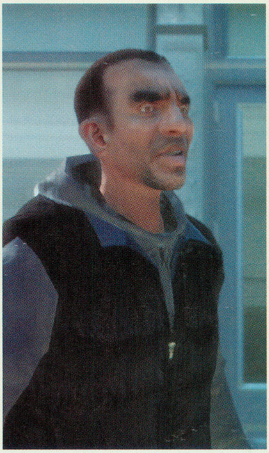
Hossan is the nice shipmate you met on the Platypus at the beginning of the game; the character Niko was talking with before his reunion with Roman. Hossan is now selling knockoff handbags on an Algonquin street corner (Garnet Street in the Suffolk area). While talking with him, he receives a phone call and asks you to go on a money-collecting errand with him.

Prerequisites

- Complete Manny's mission, "The Puerto Rican Connection."

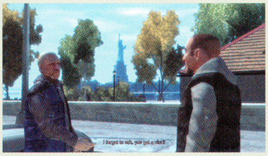
Fail Conditions

- Hossan dies.
- Niko dies.
- You get busted.
- Enemy escapes.



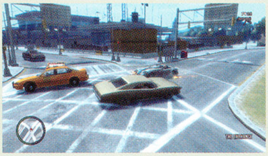
Mission

Take Hossan to collect his back pay.



Get at least a two-seater and pick up Hossan, then drive to the yellow blip on Castle Drive, just a few blocks away. The meeting with the hoodlum goes badly and a car chase ensues.

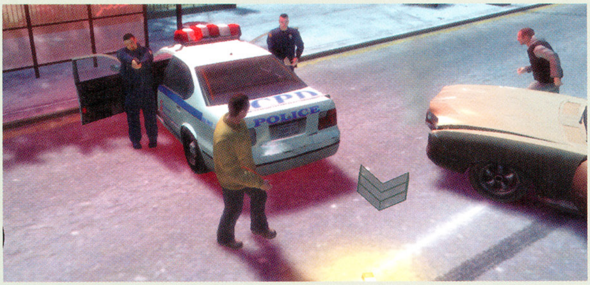
Get Hossan's money back.



As soon as you have control, bust out the car window and start firing at the freeloader's sports car. Chase him down while shooting continually to prevent a long, drawn-out car chase. Usually, shooting out the tires to slow him down before aiming at other key targets would be the tactic of choice, but if this guy is in a convertible, aim for his head to kill him and it's done.

Retrieve Hossan's wages.

Once the enemy is down, jump out of the car and retrieve Hossan's money, which appears as a green blip on the map and radar. Re-enter a vehicle and hightail it out of there. If you received a Wanted Level, you don't need to lose it to complete this mission.



Take Hossan to the alleyway off Feldspar Street.

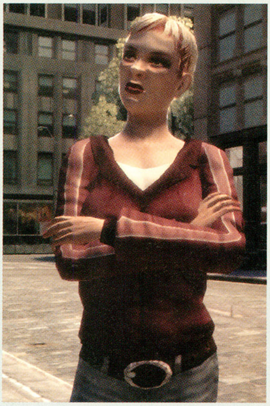
After retrieving the money, follow the yellow blip to an alley off of Feldspar Street. Pull into the yellow marker to complete the mission and collect a friendly monetary gift from Hossan.

Prerequisites

- Complete Manny's mission, "The Puerto Rican Connection."
- Sara only appears at night.

Fail Conditions

- Niko dies.
- Sara dies.
- You get busted.



Random Character: Sara

First Encounter

Sara is a housewife with an inferiority complex. You find her in Suffolk after completing Hossan's encounter, but she's usually only there during the late evening hours. She's worried about her degrading looks and hopes to spark your interest. She asks you to take her home, evidently hoping you'll have your way with her along the way.

Mission

Take Sara home.

Get a car and allow Sara to enter, then follow the yellow GPS route on the radar to her home in Varsity Heights—half an island away. As you approach the house, you notice her husband walking down the street. Sara uses some choice words to get his jealous blood boiling.

Take care of Sara's husband.

Sara's husband wants to fight with fisticuffs (no weapons). You can honor his request and have an awesome bout or you can just pull out a weapon and gun him down—beat him up or kill him to complete the mission. You could also just drive away. It's your choice. Have fun with it.

Second Encounter

The next time you meet Sara is at Pier 45 in Fishmarket South. She doesn't remember your first encounter, so the situation is a little awkward. After warming up to you again, she asks you to pick up a package from Perseus.

Prerequisites

- Complete Manny's mission, "The Puerto Rican Connection."
- Complete "Sara: First Encounter."

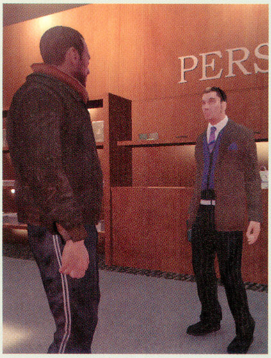
Fail Conditions

- Niko dies.
- Sara dies.
- You get busted.

Mission

Collect the box from the shop assistant.

Leave Sara and follow the yellow GPS route on the radar to the Perseus in Middle Park East. Enter the shop and approach the assistant in the back of the shop. Press the Use button to pay $500 for the package or just beat up the assistant and take it. You will get a little reward at the end.



Take the box back to Pier 45.

Exit the store, then get a car and follow the yellow GPS route to the Fishmarket, where you last saw Sara. Pull into the yellow marker to deliver the package. She says she'll reimburse you for the package and some money is added to your total.

Random Character: Pathos

Prerequisites

- Complete Manny's mission, "The Puerto Rican Connection."

Fail Conditions

- Niko dies.
- Pathos dies.
- You get busted.

First Encounter

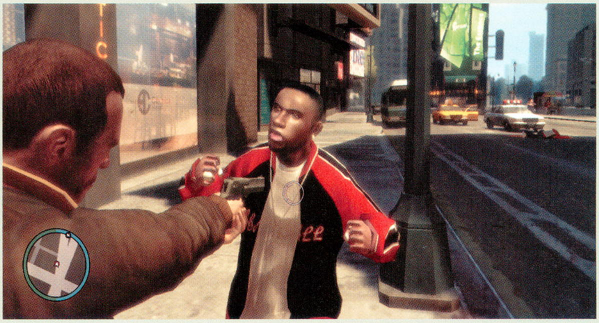
Pathos is a struggling rapper. You'll find him on the main drag in Star Junction, selling his CDs to pedestrians under the Thespian Theaters marquee. As you talk to Pathos, some rival thugs walk by and make fun of him and his music. Pathos takes off after them to defend his honor.

Mission

Take out the guys hassling Pathos.

Run after Pathos, who's chasing his hecklers. Draw a firearm mid-sprint. The men appear as red blips on the radar. Follow them to an alley across from Star Junction, gunning down one of the bunch as you make the turn.

Carefully enter and shoot the heckler without accidentally injuring Pathos. Pathos is so thankful for your help that he promises to immortalize you in song.



Second Encounter

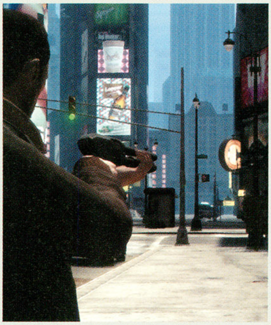
This time, Pathos is not too far from where you found him during the first encounter on the main strip in Star Junction. He's still struggling to make it big in the hip-hop scene and has a new CD, "Pathos—From Suffering and Back Again."

Prerequisites

- Complete "Pathos: First Encounter."

Fail Conditions

- Niko dies.
- Pathos dies.
- You get busted.



Mission

Take out the attackers.

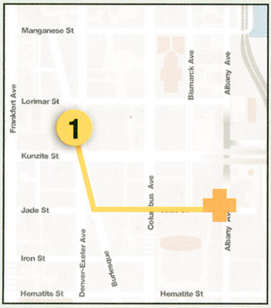
Pathos is an aggression magnet. While Niko catches up with him, more hecklers walk by and aggravate the irate rapper to the point of violence. The attackers shoot Pathos in a cut-scene. Gun down the attackers.

Pick up Pathos.

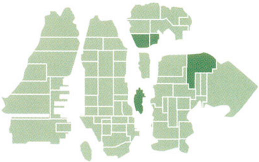
After the shooting, jack a vehicle and pick up Pathos **(1)**, who appears as a green blip on the radar. He's injured and must get to a hospital.

Take Pathos to the hospital.

Follow the yellow blip and GPS route on the radar to the nearest hospital. Pathos turns the terrible situation into something positive. He realizes he was shot with the magic rapper bullet, the one that makes many artists an overnight success... hopefully, he'll live to enjoy it. The hospital is only four blocks southeast in Lancet. Get Pathos there to complete the mission.

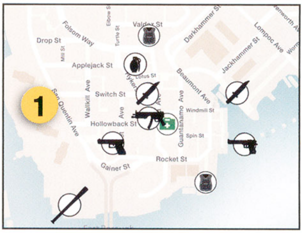

Manganese St
Frankfort Ave
Lorimar St
Bismarck Ave
Albany Ave
1
Kunzite St
Columbus Ave
Jade St
Denver-Exeter Ave
Albany Ave
Burlesque
Iron St
Hematite St
Hematite St

The Snow Storm



Elizabeta

Follow the "**E**" icon to Elizabeta's place in South Bohan **(1)**. She's having a row with Little Jacob about a coke theft; some thugs he introduced to Elizabeta ripped her off, but Little Jacob doesn't know anything about it. Looks like it's up to Niko to make things right between his two new friends.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Jackhammer St
Applejack St
Mill St
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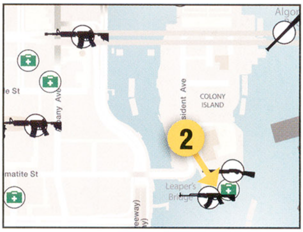
Windmill St
Spin St
Gainer St
Rocket St


Algo
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COLONY ISLAND
2
matite St
Leaper's Bridge
eeway

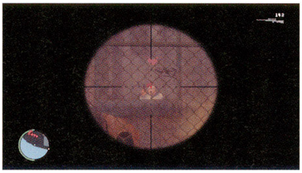
Mission

Go to the old hospital and get Elizabeta's coke back.

You can find a couple of nice vehicles in the apartment building's side parking lot; Little Jacob's Voodoo is a nice choice for a leisurely trip. Follow the yellow GPS route clear down to Colony Island **(2)**. (It's a long trip, so a taxi ride might be in order.) The destination marker is in a parking lot outside an abandoned, decrepit hospital. Step into the marker to learn that Elizabeta's stolen coke is somewhere inside the hospital building.

Find the drugs in the hospital and take out anyone in your way.

All enemies are marked as red icons and plenty have congregated for this drug deal. Hustle over to the low wall for cover and take out the first crew, posted outside the hospital doors. A good trick is to toss a grenade under the car parked near the shooters. The combined explosion (grenade *and* car) has a big kill radius. Another good tactic is to move around the outside of the hospital and pick off shooters in the windows with your sniper rifle. (You can even set up outside the fence line.) A third option is to scale the ladder on the south side of the hospital. This allows for a stealth option and a much shorter fight to reach the drugs.



Main Objectives

- Fight your way into the old hospital on Colony Island.
- Get Elizabeta's coke.
- Escape the N.O.O.S.E. drug raid.
- Bring the coke to Little Jacob.

Prerequisites

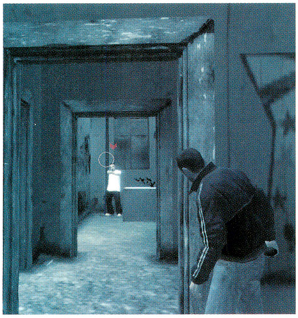
- Complete "The Puerto Rican Connection."

Fail Conditions

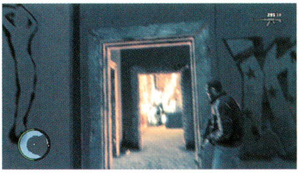
- None besides the universal fail conditions (i.e., Niko gets killed or busted).

New Elements Introduced

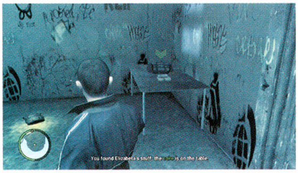
- Opens the U. L. Paper missions (only if "Photo Shoot" is completed too).



When you reach the entrance, watch out for gunmen up on the balcony inside the lobby. Then work methodically room to room, watching your radar as you take cover beside each new doorway and swing the camera view around to check for hostiles ahead. Shoot the explosive barrel at the end of the first hallway well before you reach it; you'll eliminate a couple of foes near the deal room that way. You can also toss grenades down corridors, or even try to bounce them around corners. Never underestimate the accuracy of blind fire. The aimed blind fire keeps you safer than shooting auto-aimed shots around a corner and is often just as effective.



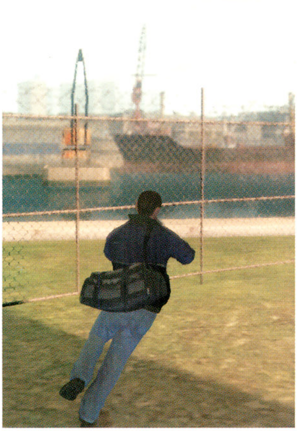
There are two drug dealers in the room with the coke package. To easily clear the area, stand in the room across the hall or in the hallway and toss a grenade inside.



You found Elizabeta's stuff, the coke is on the table.

Pick up Elizabeta's stuff.

When the room where the drugs are in is located, the drugs appear on your radar as a green blip. The coke package is on a table in the deal room. Also notice the Body Armor on the floor; you're definitely going to need this. First Aid Kits can be found in a few nearby rooms. Make sure you have full health and armor before you pick up the drug package. Approach the coke to trigger a cut-scene: Niko calls Little Jacob to report the pickup as a small army of N.O.O.S.E. agents with a helicopter moves into position outside the hospital.

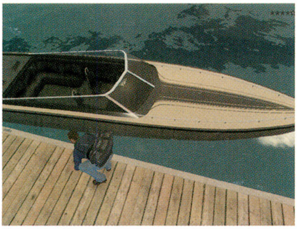


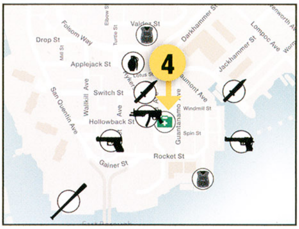
Escape the hospital and lose your Wanted Level.

The N.O.O.S.E. raid triggers a nasty three-star Wanted Level, so your ultimate escape will be tough. Shoot your way to the front door.

Move as quickly as you can before the agents have time to infiltrate deeper into the complex. Watch for enemies on rafters, especially in the first room near the exit.

You'll never create a lull in the troop reinforcement. Clear a few agents from the front door and window, then try this bold plan: Just ignore all the agents outside and sprint hard out the front entrance, then veer to the right, through the gap in the fence, and run straight toward the water. (It really helps to have Body Armor for this, obviously.) Leap off the embankment!




Drop St
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Elbow St
Turtle St
Valdez St
Darkhammer St
Lompoc Ave
Jackhammer St
Applejack St
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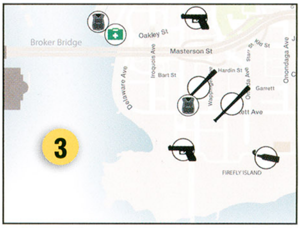
Lotus St
Switch St
Wallkill Ave
San Quentin Ave
Hollowback St
Windmill St
Guantanamo Ave
Spin St
Gainer St
Rocket St


Broker Bridge
Oakley St
Masterson St
Kid St
Starr St
Onondaga Ave
Iroquois Ave
Delaware Ave
Bart St
Hardin St
Garrett
3
FIREFLY ISLAND

Sound crazy? It's not, because there's a swift Jetmax speedboat idling at the dock below. If you miss the dock and land in the water, just quickly swim to the boat and crawl inside. Then take the controls, open up the throttle, and speed to open water **(3)**. The N.O.O.S.E. chopper and a police launch will give chase, but your Jetmax is too fast for them. Just accelerate on a straight line away from them until you get outside the police alert zone and your Wanted Level vanishes. Keep an eye on your radar as you travel though. Another police boat lurks out in the open water, so veer away from it once you spot its red-blue blip on the radar.

BROKER BRIDGE

Go and meet Little Jacob.

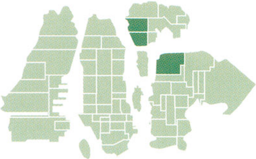
When you finally shake the heat, Niko calls Little Jacob to report his success. Little Jacob is meeting someone way up north in Chase Point and wants you to join him there. Follow the blue radar blip to find him in an alley and trigger a cut-scene **(4)**. Niko meets Little Jacob... and another surprise contact.

◎ Conditional: New Mission Strand Opens!

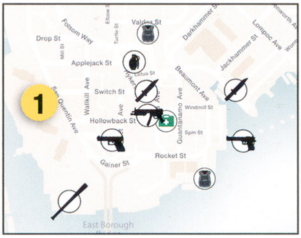
Sometime after you complete "The Snow Storm" and if you've already completed the "Photo Shoot" mission for Playboy X, you get a call from Michelle. Afterward, another "?" icon appears on your map in The Triangle district of Algonquin. Now you can travel there to try "Wrong Is Right," your first mission for the mysterious agency that uses the U. L. Paper company as its front.

Have a Heart

Elizabeta



Follow the "**E**" icon to Elizabeta's apartment building **(1)**. The woman is coming apart at the seams as the heat closes in and the cold goes up her nose. But Niko's no rat, and he has her back. Manny, however, *is* a rat. Mr. Streets shows up, bringing his cameraman with him as he tries to bust Elizabeta's chops. Unfortunately for Manny, her raging paranoid state is lethal. Now she needs Niko's help cleaning up the mess.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Mill St
Applejack St
Lotus St
Darkhammer St
Lompoc Ave
Jackhammer St
Beaumont Ave
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Wallkill Ave
San Quentin Ave
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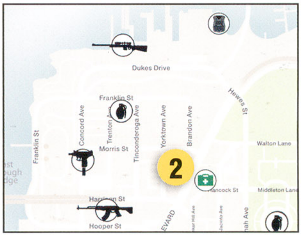
Hollowback St
Guantanamo Ave
Windmill St
Spin St
Rocket St
Gainer St
East Borough


2
Dukes Drive
Hewes St
Franklin St
Concord Ave
Trenton Ave
Tinconderoga Ave
Yorktown Ave
Brandon Ave
Morris St
Walton Lane
Hancock St
Middleton Lane
Harrison St
Hooper St

Main Objectives

- Deliver Elizabeta's car safely to the doctor in Dukes.
- Alternate method: Destroy the car.

Prerequisites

- Complete "The Snow Storm."

Fail Conditions

- Car is destroyed near Elizabeta's place.
- Bodies are lost near Elizabeta's place.

New Elements Introduced

- Opens the Packie McReary missions.

Hide the Goods

If the Elizabeta's car trunk pops open, revealing your "goods," you can close it. Just get out of the car and approach the open trunk, then press the Use button to close it.

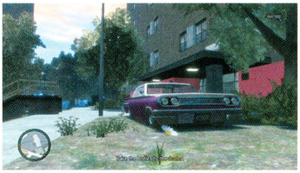
New Mission Strand Opens!

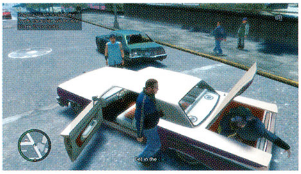
Shortly after you complete "Have a Heart," you get a phone call from an "Unknown Caller," who turns out to be Packie McReary, offering you work. A new "P" icon appears on your map on Savannah Avenue in Meadows Park. Now you can travel there to try "Harboring a Grudge," your first mission for Packie McReary.

Mission

Get in the car and take the bodies to the doctor.

This is a simple mission if you're a patient, careful driver here. Hop in the car marked with the blue icon overhead and follow the yellow GPS route to the doctor's East Island City office in Broker. Drive carefully and be sure to pay the bridge toll so you don't pick up a Wanted Level. If you bang up the car even moderately, the trunk immediately pops open, putting the remains of Manny and his cameraman on display for all the world to see. If any passing cops spot the bodies, a Wanted Level kicks in.





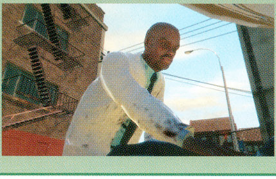
The trunk has a hair-trigger, so if you're running from the police, chances are good you'll bump something hard enough to pop it open. So again, drive carefully. Once you find the destination marker in the alley **(2)**, drive the car right into it to trigger an interesting exchange between Niko and the doctor.

Shortly afterward, Niko calls Elizabeta to confirm the delivery. Elizabeta announces that the heat is closing in and adds, "This particular party is ending." And thus ends Niko's involvement with Elizabeta Torres.

Alternate No-Money Method: Destroy the car!

There is another way to pass this mission if you want. Once you get a few blocks away from Elizabeta's apartment, you can hop out and open fire on her car until it catches fire and explodes. You can also ditch the car in the river; just hop out as the car is moving toward the water. This destroys the car as well, and completes the mission successfully.

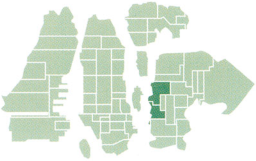
The drawback is that Elizabeta won't pay you for disposing of the bodies in this manner. However, it can be a good option if you're having trouble escaping a high Wanted Level or if you've rolled the car and have no other choice but to blow it up.

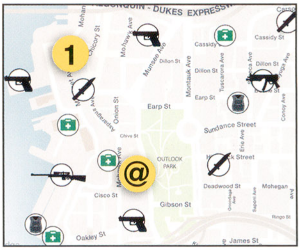


Out of the Closet: Part 1

Brucie

At the mission start **(1)**, Brucie claims that the cousin of Lyle Rivas (the dude you toasted in "Search and Delete") owes him big money and has threatened to kill him. So Brucie wants Niko to hit him first. The guy's in hiding, but Brucie and Roman have found his profile posted on an online dating service. He goes by the screen name "French Tom"… and he's gay. So Roman creates a gay profile for Niko, hoping to set up a "date."




ALGONQUIN - DUKES EXPRESSWAY
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Mohawk Ave
Munsee Ave
Dillon St
Montauk Ave
Cassidy St
Tuscarora Ave
Seneca Ave
Cayuga Ave
Earp St
Onion St
Asparagus Ave
Chive St
Sundance Street
Erie Ave
Conoy Ave
OUTLOOK PARK
Deadwood St
Mohegan Ave
Cisco St
Gibson St
Onondaga Ave
Saponi Ave
Ringo St
Oakley St
James St

Mission

RECEPTION
tw@

Go to the internet café.

Make a beeline for the tw@ internet café. When you arrive, Niko automatically calls Brucie to get further instructions. You learn that the target goes by the screen name "French Tom" on the Love-meet.net dating website.

Get online to meet French Tom on Love-meet.net.

Enter the café and use a computer terminal to access the Web. Then select the Love-meet.net ad on your homepage. On the Love-meet page, select "Male," then find and select "French Tom." Finally, click on the DATE box in the lower-right corner to send a date request. Now you can log out of the computer.

Kill some time.

It takes a while for French Tom to reply to your email. Try surfing the net a while. (You'll find a *lot* of very entertaining "online content" in this game.) Or if any of the Manny/Elizabeta strand of missions are available, take a crack at that now. You can always return to this internet café later.

Phone Calls

Around this time, you receive two interesting phone calls. Brucie calls to warn you that your cousin Roman's gambling habit is getting out of hand. And Dimitri Rascalov calls to say he knows you're alive and will hunt you down. Nice news on both fronts.

Main Objectives

- Go to the internet café.
- Set up a date with French Tom via Love-meet.net.
- Confirm the date via email with French Tom.

Prerequisites

- Complete "Easy As Can Be" and "Roman's Sorrow."

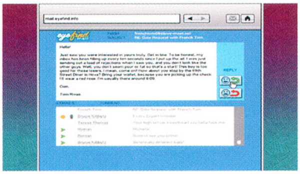
Fail Conditions

- Replying negatively to French Tom's email postpones this mission.

New Elements Introduced

- Love-Meet.net dating website.

Love meet
Find your special someone… love-meet.net



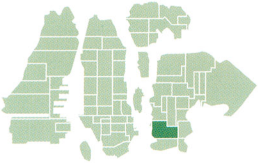
frenchtom69@love-meet.net
RE: Date Request with French Tom

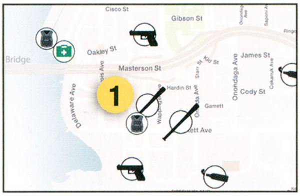
Hello!

Just saw you were interested in yours truly. Get in line. To be honest, my inbox has been filling up every ten seconds since I put up the ad. I was just sending out a load of rejections when I saw you, and you don't look like the other guys. Well, you don't seem poor or fat so that's a start! This boy is too good for those losers. I mean, come on! How about you stop by the 69th Street Diner in Hove? Bring your wallet, because you are picking up the check. I'll wear a red rose. I'm usually there around 6:09.

Ciao,

Tom Rivas





Main Objectives

- Meet French Tom in the diner.
- Kill French Tom.

Prerequisites

- Complete "Out of the Closet: Part 1."

Fail Conditions

- Fail to show up in time for the meeting.
- Lose French Tom during a chase.

New Elements Introduced

- Internet Dating/Girlfriends (Kiki and Alex require Algonquin to be open).

Get the date info.

When you find an email from French Tom titled "RE: Date Request with French Tom," open it up and read it. You learn that French Tom wants you to meet him at the 69th Street Diner in Hove Beach; the time he's usually there varies and he'll be wearing a red rose. He signs off using his real name, Tom Rivas. Be sure to send a positive reply to confirm the date before you log off.

You'll get an onscreen reminder of the date with French Tom two hours before the scheduled meeting. At that time, a Heart icon will appear on your map to indicate the date's location.

Out of the Closet: Part 2

Brucie

After being prompted to meet French Tom, go to the 69th Street Diner. You have three hours (game time) after the agreed time to get to the diner before the mission fails.

Mission

Meet French Tom in the 69th Street Diner.

The diner **(1)** is in Hove Beach; just set a waypoint on the Heart icon and follow it there. If you want to get slick, park your vehicle on the steps to block the door on the narrow end of the café. This will prevent French Top from escaping the diner. Enter through the door on the long side of the building and turn right until you trigger the cut-scene. French Tom is the gentleman with the red rose pinned to his lapel; he and Niko start exchanging pleasantries.

Stand up and open fire.

After the camera view shifts to the side, the onscreen instruction tells you which button to press to stand up. Make sure you've got a weapon active, then stand up any time during the conversation and open fire on French Tom. He'll try to run away, but you can kill him before he leaves the diner. If he manages to get out the door, however, you'll have to chase him down.

Take down French Tom.

When French Tom is dead, Niko reports his success to Brucie. Now you're ready to move on to the next mission. Your actions probably attract police attention, so get out of the diner as fast as you can, grab a car, and drive until you lose your Wanted Level.

@ Online Dating

Once Niko gets online access via tw@ internet cafes, he can meet three other potential girlfriends by checking out dating websites: Kiki and Carmen on *Love-meet.net*, and Alex on *Craplist.net*.

Arranging a First Date Online

Your first date with Carmen, Kiki, or Alex must be arranged via the internet. Select the woman on the website where she's listed and hit the Date/Contact Me button; some time later she sends a reply email accepting your request and setting a time. When you reply positively, the date is added as an appointment in your phone. An hour before the date, you get a reminder; from that moment you have one hour (game time) to pick her up by following the blue map blip. If the date goes well, you can ask for her phone number when it's over; her number then appears in your phonebook. After that, you can arrange dates by calling her, using the same process as with Michelle or Kate (see the Dating section of this guide, right after the Roman mission, "First Date").

The "Dump Girl" Option

You can break off your dating relationship with any of the internet women (Alex, Carmen, or Kiki). It comes up as an option on your cell phone when you select that woman's name. Some time after you've dumped an internet date (or she's dumped you), she'll re-register on the internet and you can start the dating process again if you want.

Benefits of Internet Dating

Aside from the sheer fun, internet dating offers certain other benefits. Each of the three women you meet online has a special ability she can offer Niko. Let's quickly make it clear that we're talking about *gameplay* benefits here. Each woman's special ability is unlocked after Niko sleeps with her for the first time, and it remains available only as long as the girl's "Like" stat is above 60%. (So she has to sleep with Niko *and* like him. Tough combo.)

Alex: Offers a 50% discount on all clothes in all shops, but only for a 24-hour game period after the ability is unlocked.

Kiki: Arranges to remove your Wanted Level rating, up to three stars.

Carmen: Gives you a health boost, but only if you are injured, of course.

Once unlocked, the special ability can be used three times without dating the woman again. After that, though, the girl will refuse to use her special ability for Niko until he goes on another date with her. If a girlfriend's "Like" stat falls below 60%, you'll have to get it high enough via dating activities to sleep with the girl again before her special ability is unlocked again.

Getting Her Number

If after the first date the "Like" stat for the woman isn't 60% or higher, you won't get the option of asking for her number.

Tres_Amigas.net

Internet dating is always an adventure. Alex writes a blog (blogsnobs.org); you might want to go online and check it out to see what she's sharing about you. Kiki is a lawyer, and you know how they can get about winning and losing; don't be surprised if you feel like you're being watched if you date other women besides her. Carmen is quite a free spirit, but she can also be a nasty drunk.

Texting Extras

Once Niko has slept with one of the women he met online, she'll occasionally send him saucy text messages with photos attached. On the other hand, if you call a woman too often between date requests, she'll send Niko a text message suggesting he stop being a stalker.

Girlfriend: Carmen Ortiz

Contact Carmen via Love-meet.net. She's available for dating once Niko gets access to the internet in "Out of the Closet." She's awake from 1:00pm to 6:00am and lives in Bohan, Fortside. She goes by "SoBoHoe" on the website.

Cars she likes:	Sultan RS, Dukes, Stallion, FXT, E109.
Cars she dislikes:	Marbella, Dilettante, Minivan, Stratum, Merit
Niko clothes she likes:	Modo (mid style), Perseus (high style).
Niko clothes she dislikes:	Russian (mid style), Hats, Glasses.

We've provided data tables listing Carmen's opinions about various date venues. Each "Opinion" is quantified in a scale from 0 to 100, where 0 means she deeply despises the venue, 100 means she insanely loves the venue, and 50 means she thinks of the place as average.

Note that these are Carmen's *initial* opinions. Each time you take her to a specific place, her opinion of it drops by 5, and her opinion of all similar places drops by 1. (Example: If you visit a Burger Shot in Bohan her opinion of that place drops by 5, and her opinion of all other Burger Shots drops by 1.) When her opinion of a place drops below 25, she refuses to go there anymore.

Venue: Food	Opinion
Any Cluckin' Bell	50
Any Burger Shot	50
Any Diner	60
Pizza This	60
Mr. Fuk's Rice Box	50
Superstar Café	50

Venue: Drinking	Opinion
Comrades Bar	90
Steinway Beer Garden	90
Lucky Winkles	90
Jerkov's	90
Club Liberty	90

Venue: Activity	Opinion
Bowling	70
Darts	80
Pool	60
Strip Club	80

Venue: Shows	Opinion
Perestroika (Cabaret)	80
Split Sides (Comedy)	80

Girlfriend: Kiki Jenkins

Contact Kiki via Love-meet.net. She's available for dating once Niko gets access to the internet in "Out of the Closet" and the island of Algonquin (where Kiki lives) is unlocked. She's awake from 6:00am to 2:00am. She goes by "LawChick" on the website.

Cars she likes:	Washington, Chavos, Dilettante, Marbella, Willard.
Cars she dislikes:	Sabre GT, Turismo, Infernus, Coquette, Super GT
Niko clothes she likes:	Russian (low style), Hats, Glasses.
Niko clothes she dislikes:	Modo (mid style), Perseus (high style).

Venue: Food	Opinion
Any Cluckin' Bell	65
Any Burger Shot	65
Any Diner	65
Pizza This	65
Mr. Fuk's Rice Box	65
Superstar Café	65

Venue: Drinking	Opinion
Comrades Bar	65
Steinway Beer Garden	70
Lucky Winkles	70
Jerkov's	85
Club Liberty	85

We've provided data tables listing Kiki's opinions about various date venues. Each "Opinion" is quantified in a scale from 0 to 100, where 0 means she deeply despises the venue, 100 means she insanely loves the venue, and 50 means she thinks of the place as average.

Note that these are Kiki's *initial* opinions. Each time you take her to a specific place, her opinion of it drops by 5, and her opinion of all similar places drops by 1. (Example: If you visit a Burger Shot in Bohan her opinion of that place drops by 5, and her opinion of all other Burger Shots drops by 1.) When her opinion of a place drops below 25, she refuses to go there anymore.

Venue: Activity	Opinion
Bowling	80
Darts	80
Pool	80
Strip Club	0

Venue: Shows	Opinion
Perestroika (Cabaret)	80
Split Sides (Comedy)	80

ZiT
TRACKING TUNE
CALL 948-555-0100
WE'LL SPOT THE SONG FOR YOU

Girlfriend: Alexandra Chilton

Contact Alexandra via Craplist.net. She's available for dating once Niko gets access to the internet in "Out of the Closet." and the island of Algonquin (where Alex lives) is unlocked. She's awake from 6:00am to 2:00am. She goes by "Liberated Woman" on the website and her personal ad reads: *Party girl seeks man for NSA fun and blog material – 29 (Lancaster).* (She even blogs about each date with Niko on her site.) Click on this link, then select "Contact Me" at the bottom of her info page.

Cars she likes:	Huntley, Turismo, Stretch, Infernus, Cognoscenti.
Cars she dislikes:	Dukes, Bobcat, Pony, Emperor, Willard.
Niko clothes she likes:	Only clothes from Perseus.
Niko clothes she dislikes:	Modo (mid style), Russian (low style).

We've provided data tables listing Alex's opinions about various date venues. Each "Opinion" is quantified in a scale from 0 to 100, where 0 means she deeply despises the venue, 100 means she insanely loves the venue, and 50 means she thinks of the place as average.

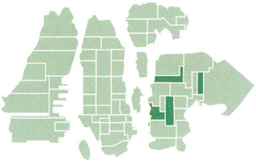
Note that these are Alex's *initial* opinions. Each time you take her to a specific place, her opinion of it drops by 5, and her opinion of all similar places drops by 1. (Example: If you visit a Burger Shot in Bohan her opinion of that place drops by 5, plus her opinion of all other Burger Shots drops by 1.) When her opinion of a place drops below 25, she refuses to go there anymore.

Venue: Food	Opinion
Any Cluckin' Bell	50
Any Burger Shot	50
Any Diner	60
Pizza This	60
Mr. Fuk's Rice Box	50
Superstar Café	50

Venue: Drinking	Opinion
Comrades Bar	60
Steinway Beer Garden	70
Lucky Winkles	70
Jerkov's	50
Club Liberty	50

Venue: Activity	Opinion
Bowling	80
Darts	80
Pool	80
Strip Club	80

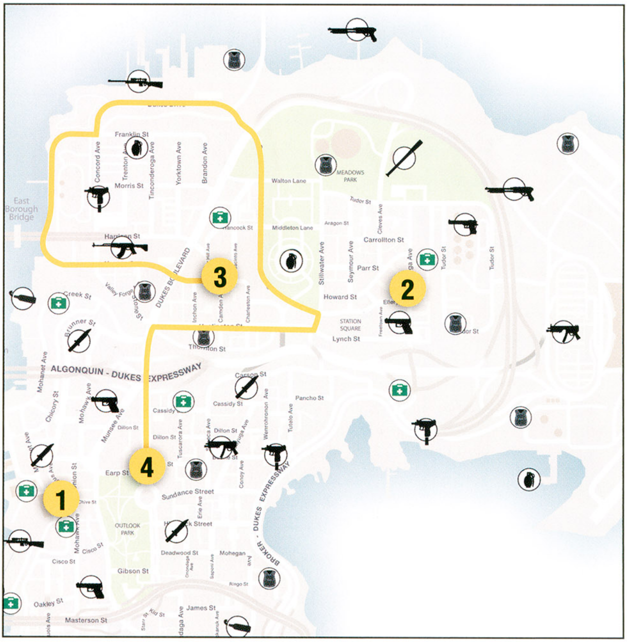
Venue: Shows	Opinion
Perestroika (Cabaret)	80
Split Sides (Comedy)	80



No. 1

Brucie

Follow the "**B**" to Brucie's place **(1)**, where the bull shark testosterone is just kicking in, man. Brucie needs a flashy car to roll in some illegal street racing, so he makes plans to borrow wheels from a guy named Stevie on Freetown Avenue in the Willis district of Dukes. He asks Niko to ride with him there.



1
2
3
4
Franklin St
Concord Ave
Trenton Ave
Ticonderoga Ave
Yorktown Ave
Brandon Ave
Morris St
Harrison St
Hancock St
East Borough Bridge
Walton Lane
MEADOWS PARK
Tudor St
Middleton Lane
Aragon St
Cleves Ave
Carrollton St
Stillwater Ave
Seymour Ave
Parr St
Howard St
STATION SQUARE
Lynch St
Freetown Ave
DUKES BOULEVARD
Valley Forge
Creek St
Brunner St
Thornton St
Charleston Ave
Camden Ave
ALGONQUIN - DUKES EXPRESSWAY
Mohanet Ave
Chicory St
Mohawk Ave
Munsee Ave
Dillon St
Cassidy St
Carson St
Wenrohronon Ave
Tutelo Ave
Pancho St
Tuscarora Ave
Earp St
Sundance Street
Erie Ave
Conoy Ave
DUKES - BROKER EXPRESSWAY
OUTLOOK PARK
Cisco St
Deadwood St
Mohegan Ave
Gibson St
Ringo St
Oakley St
Masterson St
Kid St
James St

Main Objectives

- Pick up Stevie's car and go to the race start.
- Finish first in the car race.

Prerequisites

- Complete "Out of the Closet: Part 2."

Fail Conditions

- Brucie dies.
- Race car is destroyed.
- Rival race driver is killed.
- You lose the race.
- You exit the car for more than 20 seconds.

New Elements Introduced

- Unlocks Procedural Missions: Races.
- New Friend Activities: Brucie

Friendship Activities Unlocked: Brucie

Completing "No. 1" unlocks Friendship with Brucie. Keep in touch and meet up for his favorite activities so he likes you better (if that's even possible). If Brucie likes you enough (i.e., your "Brucie Like" stat rises above 75 percent), he can offer you free helicopter transport whenever you need to do some quick island hopping. Check out Brucie's Friend Profile on the next page for details.

▲ Look Ahead

On the Xbox 360, you can press the B button to point the camera at the next checkpoint.

Mission

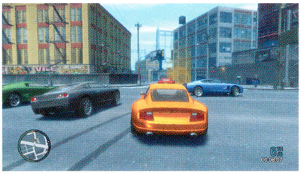
Collect the race car.

Steal a car or, better yet, hail a taxi and select “Vehicle” as your destination **(2)**. (If you drive, the race car is indicated as the blue icon on your map.) On the way, Brucie calls ahead to make sure Steve doesn’t mind you borrowing his racer. Once you reach the gorgeous Comet with the blue icon overhead, hop inside with Brucie.

Go to the race start.

Follow the yellow GPS route until you reach the marker **(3)**, which puts you in a queue of five other hot cars ready to race. This also starts a countdown of 3, 2, 1, and then *Go!* Start racing!

Win the race.



Look ahead for the first checkpoint, a glowing yellow column, then accelerate straight for it. (It’s also marked as a yellow blip on your radar map.) You must speed through a series of these checkpoints to follow the course, trying to race ahead of your opponents. Each time you hit a checkpoint, it vanishes and the next one appears in the distance.

Race Tip

The key to beating races in Story Mode is to drive carefully, stay away from the competitors, and avoid overdoing it in the corners. If you drive with the intention of just making it through the checkpoints without damaging out your vehicle and with a fair amount of speed, then you will usually finish in first place against the AI competitors.

Also note the arrow inside each yellow checkpoint column; it points toward the next checkpoint, giving you advanced notice of upcoming curves and straight-aways. Your standing in the race and your overall time is noted in the lower-right corner.

If you finish **(4)** in anything but first place, you fail the mission and must race again. When you finally win, Brucie exults and offers you the Comet en route to his house.

New Procedural Missions: Races

After you win the race in “No. 1,” Brucie will call you to report that the guys you beat want a rematch. You can then earn money in car races around the city. Whenever you want some extra cash (and some high-speed entertainment), select Brucie from your phonebook and then select “Race.” If he has a race available, he’ll direct you to its start point. Once you arrive, speed through the glowing checkpoints to complete your laps around the race course. There are 10 different races (including the one in “No.1”) available from Brucie.

FRIEND PROFILE: BRUCIE

Brucie likes the following seven activities. Joining him for these goes toward 100% completion of the game:

ACTIVITIES

- Boating
- Bowling
- Drinking
- Eating
- HeliRide
- Show
- Strip Club

DETAILS

Wake Time:
7am – 1am (18hrs.)

Like Factor:
☺ Special Ability unlocked at 75%
☹ Drop off at 40%

Food Preference:
Prefers to avoid fast food, as high end as possible.

Nightspot Preference:
High end.

Special Ability: Heli Pickup
Call Brucie and he’ll fly to your location in a helicopter, then pick you up and take you to select areas around the city.

Procedural Missions: Races

Prerequisites

- Complete Brucie's mission, "No. 1."

Fail Conditions

- Fail to finish in first place.
- Stay outside a vehicle for more than one minute during the race.
- Any competitors perish by your doing.
- Sabotage vehicles before joining the starting line.

Braking Tip

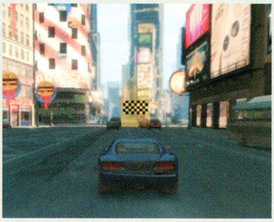
Use a combination of brakes to overcome corners out of long straight-aways. Lay on the normal brake first for a quick, controlled slowdown, then add in the handbrake as you turn while releasing the normal break. This should adequately slow your vehicle down, then break your rear traction and spin the back end of your vehicle into the direction you are heading. This is called a "drift." Drifting through corners gives you sharper, faster turns.

Illegal street races become available after completing Brucie's mission "No. 1," which introduces you to street racing while Brucie rides shotgun. There are 9 races (three per island) and completing all them brings you two ticks closer to 100% completion of the game. Your location in Liberty City when you call Brucie for a race determines which one will be revealed.

Details

After "No. 1" is complete, you receive a phone call from Brucie. He tells you to call him to check for available street race locations. The next time you select "Brucie" in the cell phone contacts list, you'll see the "Race" option among other activity options. Select "Race" and Brucie tells you where the next available challenge can be found. It will then appear as a yellow blip on the radar and, if in a car, the GPS directs you to that location. The island you are on when you call Brucie determines which races he tells you about.

Once you reach your destination, enter the trigger point and a three second countdown starts before the beginning of the race. The types of vehicles and the vehicle classes the AI selects as your challengers are random, so just take a car that you feel comfortable with to the starting line.



The race route appears on the radar, but only indicates the nearest checkpoint as a large yellow blip with an altitude directional arrow inside with a smaller yellow blip that indicates the next marker. These blips are updated as you pass through each checkpoint—always displaying only two checkpoints at a time. With your eyes on the road, just drive for the large yellow marker that shoots up into the sky.

In the bottom-right corner of the screen, a HUD indicates your race position, laps completed, and lap total. At the very bottom is your race time.

Lose the Heat

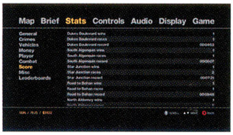
If you get a Wanted Level before reaching the starting line, you must lose it or you may miss the chance to race. If you head toward the starting line while trying to ditch the cops, the other racers may get skittish and take off.

WESTDYKE AUTOS

It doesn't matter what kind of vehicle you take to the race. If you weave through traffic and corner better on a bike, then by all means use that. It's always nice to have the fastest vehicle when you show up for a race. We'll let you know what you're up against in each challenge so you can adequately prepare. Check out the large Liberty City map on the bonus fold-out included in this guide to locate car and bike dealerships (Free Rides) where you can jack your favorite vehicle.

▲ Race Scores

Check out the Stats menu under "Score" to see how many races you've won and lost, as well as your record time in each race. This helps you track which of the nine races you still need to beat for 100% completion of the game.

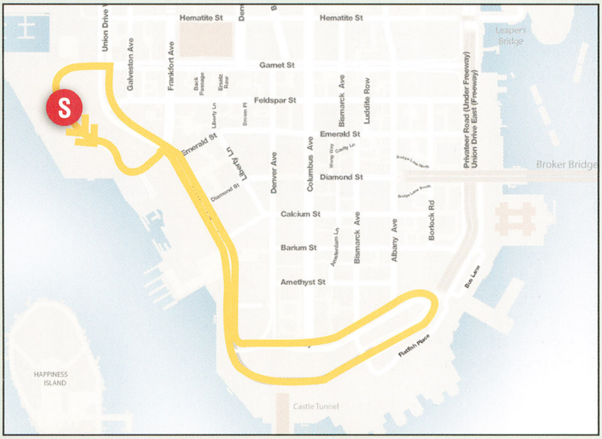

Map
Brief
Stats
Controls
Audio
Display
Game
General
Crimes
Vehicles
Money
Player
Combat
Score
Misc
Leaderboards
Dukes Boulevard wins
Dukes Boulevard races
Dukes Boulevard record
South Algonquin wins
South Algonquin races
South Algonquin record
Star Junction wins
Star Junction races
Star Junction record
Road to Bohan wins
Road to Bohan races
Road to Bohan record
North Alderney wins

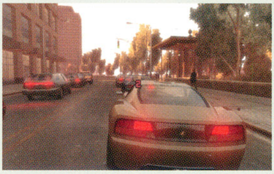
CHECKLIST OF RACES

☐ South Algonquin
☐ Airport Run
☐ Dukes Boulevard
☐ South Broker
☐ Star Junction
☐ Road to Bohan
☐ North Alderney
☐ Elevated (Mid-Alderney)
☐ South Alderney

South Algonquin Race

This challenge begins on Castle Drive, in the South Algonquin area, and heads south. It's a three-lap race. Jack anything from a midrange sports car to a luxury roadster and you'll put these guys in your rearview mirror after the first few turns.

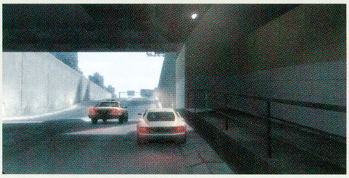

S
Union Drive
Hematite St
Hematite St
Galveston Ave
Frankfort Ave
Back Passage
Bratz Row
Garnet St
Feldspar St
Liberty Ln
Brown Pl
Bismarck Ave
Luddite Row
Emerald St
Emerald St
Cavity Ln
Wong Way
Liberty Ln
Diamond St
Denver Ave
Columbus Ave
Diamond St
Bridge Lane North
Bridge Lane South
Privateer Road (Under Freeway)
Union Drive East (Freeway)
Leapers Bridge
Broker Bridge
Calcium St
Barium St
Amsterdam Ln
Bismarck Ave
Albany Ave
Borlock Rd
Amethyst St
Bus Lane
Flatfish Place
Happiness Island
Castle Tunnel



▲ Don't Shoot!

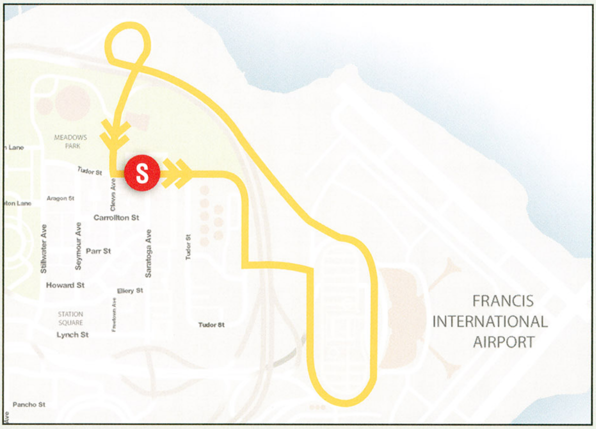
You can't destroy the competitors' vehicles or kill the other racers. Shooting at the enemy cars in any capacity will result in a failure of the race.

You must go through the road tunnel in this course—it's impossible to avoid. In the tunnel, you can choose which side of traffic to race on. The inside is good, but watch out for oncoming traffic around blind corners.



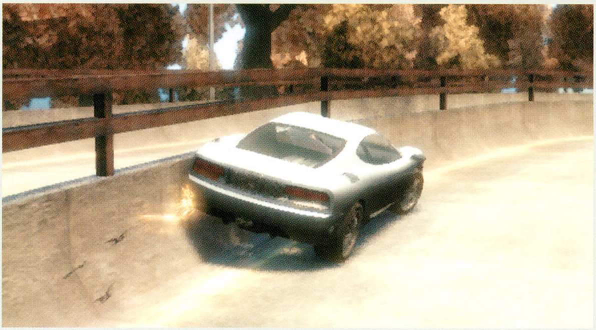
Airport Run

This challenge is named appropriately, as you speed around the public roads by the airport. You start in Willis, heading east. It's a three-lap race. Break away from the pack early or wait until after the first set of turns as you enter the airport.


Lane
MEADOWS PARK
Tudor St
S
Aragon St
ton Lane
Clevis Ave
Carrollton St
Stillwater Ave
Seymour Ave
Parr St
Saratoga Ave
Tudor St
Howard St
Ellery St
STATION SQUARE
Freetown Ave
Lynch St
Tudor St
FRANCIS INTERNATIONAL AIRPORT
Pancho St
Ave

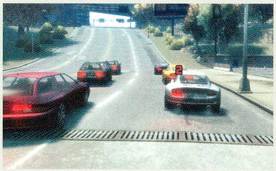
Loop around the airport, using the wide road for passing. You enter the freeway and soon exit on a long loop. Watch your speed on the exit ramp or you might flip your car over on the median.

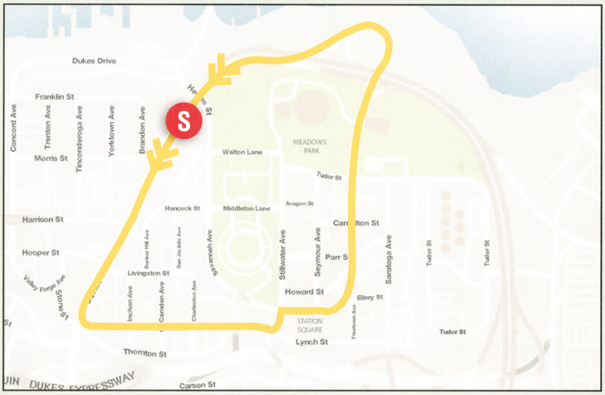
ZiT
WE'LL SPOT THE SONG FOR YOU
ZiT
TRACKING TUNE
SELECT
CALL 948-555-0100



Dukes Boulevard Race

The starting line of this three-lap race is located on Dukes Blvd. in Steinway. If you need a fast vehicle, you should find numerous Feltzers in the area. Jack one and take it to the starting line. You can also find the Free Rides on our fold-out map to locate a sports car or motorcycle dealership.




Dukes Drive
Franklin St
He s St
S
Concord Ave
Trenton Ave
Tinconderoga Ave
Yorktown Ave
Brandon Ave
Morris St
Walton Lane
MEADOWS PARK
Tudor St
Hancock St
Middleton Lane
Aragon St
Harrison St
Car lton St
Hooper St
Bunker Hill Ave
San Jacinto Ave
Savannah Ave
Stillwater Ave
Seymour Ave
Parr St
Saratoga Ave
Tudor St
Tudor St
Livingston St
Valley Forge Ave
Stone St
Inchon Ave
Camden Ave
Charleston Ave
Howard St
Ellery St
Freetown Ave
STATION SQUARE
Lynch St
Tudor St
St
Thornton St
DUKES EXPRESSWAY
Carson St

The second corner is the toughest; you must slow down on the inclining blind curve to avoid a spinout or roll. Brake as you climb the hill, then ease around the corner to avoid going so far off course that the competitors pass you.

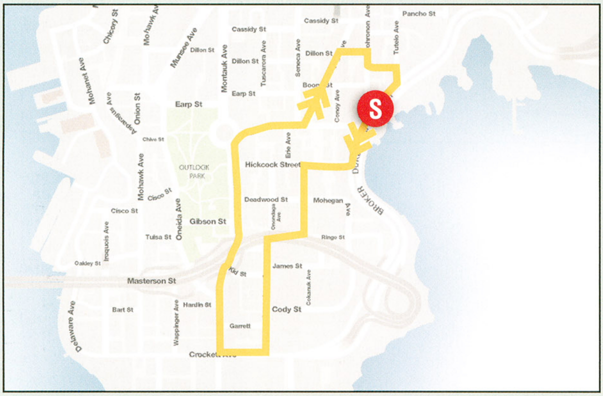
The lengthy straight-aways are awesome, but can be dangerous. The last stretch at the lap checkpoint is great for high speed launches (just off the freeway). Make sure to keep your nose straight before taking flight to land in the correct direction.

▲ Motorcyclist Tip

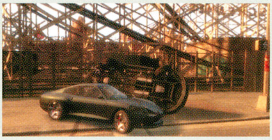
If you're a good biker, having a motorcycle in these car races may give you an advantage. You can weave through traffic to reach higher speeds more quickly and handle corners better. Pressing up on the control stick gives you incrementally greater speed the more you lean it forward. Pushing all the way up gives you an extra burst for fast corners; this helps you cut a little sharper. But be careful of this move, too much could cause you to lose control.

South Broker Race

This is a three-lap race around South Broker. Having an Infernus or something similar will give you quick acceleration for the short straight-aways.


Chicory St
Mohawk Ave
Munsee Ave
Cassidy St
Cassidy St
Pancho St
Tutelo Ave
Dillon St
Dillon St
Dillon St
Montauk Ave
Tuscarora Ave
Seneca Ave
Mohanet Ave
Earp St
Earp St
Boone St
Conoy Ave
Asparagus Ave
Onion St
Chive St
Erie Ave
Mohawk Ave
OUTLOOK PARK
Hickcock Street
Cisco St
Cisco St
Oneida Ave
Deadwood St
Onondaga Ave
Mohegan Ave
BROKER
Gibson St
Tulsa St
Iroquois Ave
Ringo St
Oakley St
Masterson St
Kid St
James St
Cokanuk Ave
Cody St
Delaware Ave
Bart St
Wappinger Ave
Hardin St
Garrett
Crockett Ave
S

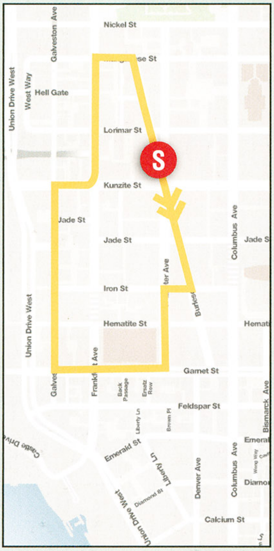
There are many sharp turns around corners that are full of race-stopping obstructions (like El-Train pillars, brick walls, and freeway struts). Use your best cornering skills and take advantage of the few high-speed straight-aways you're given to get ahead of the pack.



Star Junction Race

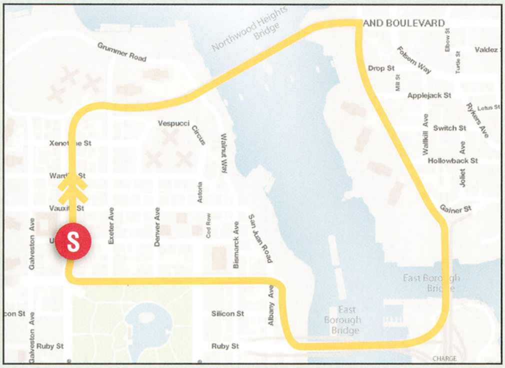
The Star Junction race resembles a challenge starting in Star Junction. This is a great track, conducive to high-performance sports cars. The streets are wide, making it easy to distance yourself from the pack and achieve fast cornering.

The five-lap race features a couple of tough turns, which you encounter right at the beginning of the course. These are both made more difficult with speed, which you will have after the first lap. Just slam on the brakes just before the first sharp right and take it easy until the next straight-away to make up for your slowdown. Watch out for cops in this challenge; try to avoid running into them and getting a Wanted Level.


Nickel St
Galveston Ave
Union Drive West
West Way
Hell Gate
Lorimar St
S
Kunzite St
Jade St
Jade St
Columbus Ave
Iron St
Hematite St
Union Drive West
Garnet St
Back Passage
Feldspar St
Bismarck Ave
Liberty Ln
Brown Pl
Castle Drive
Emerald St
Liberty Ln
Denver Ave
Columbus Ave
Wong Way
Diamond St
Union Drive West
Calcium St

Road to Bohan

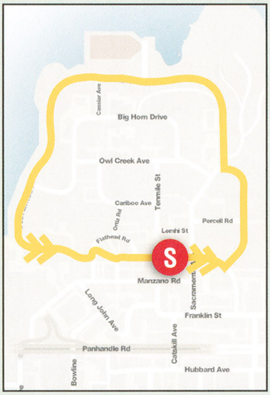
This is a fun three-lap race with plenty of straight-aways. It starts near the tw@ internet café in North Holland and heads north to hit the Northwood Heights Bridge along the most direct path possible. Once off the bridge, you cut south to enter the East Borough Bridge back to Alderney. Pass by the park, then head north on Frankfort to make a lap through the starting position.


Northwood Heights Bridge
AND BOULEVARD
Grummer Road
Drop St
Folsom Way
Elbow St
Turtle St
Valdez
Mill St
Applejack St
Lotus St
Rykers Ave
Switch St
Wallkill Ave
Joliet Ave
Hollowback St
Vespucci Circus
Walnut Way
Astoria
Gainer St
Exeter Ave
Denver Ave
Cod Row
Bismarck Ave
San Juan Road
Galveston Ave
S
East Borough Bridge
Albany Ave
Silicon St
Ruby St
CHARGE

Watch the initial turn off the first bridge; it's a long, speedy straightaway and overshooting this turn is easy to do.

North Alderney Race

The challenge in North Alderney is a five-lap race. Bring a muscle car, higher performance sports car, or even a motorcycle to gain an edge on the competition.

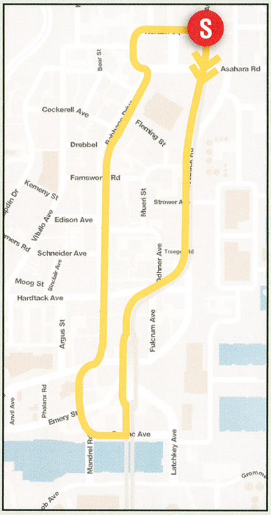

Cassiar Ave
Big Horn Drive
Owl Creek Ave
Tenmile St
Caribou Ave
Ortiz Rd
Flathead Rd
Lemhi St
Percell Rd
S
Manzano Rd
Long John Ave
Franklin St
Catskill Ave
Panhandle Rd
Bowline
Hubbard Ave

It's a fairly easy course that takes you through a suburban neighborhood of Alderney. It begins by heading east on Bridge Street and continues to loop around the northern tip of Alderney before returning to Bridge Street again.

Shortcut Opportunity

Just before the lap is complete, you have a choice of cutting through four different driveways to reach the lap marker. You can also just head north along the long, curved corner that is Flathead Road. The continuous orange route indicated in that area on our race map is the best choice. This is the route taken by entering the driveway just to the left of the intersection of Flathead Road and Manzano Road, and it's the most direct path.

Elevated (Mid-Alderney)

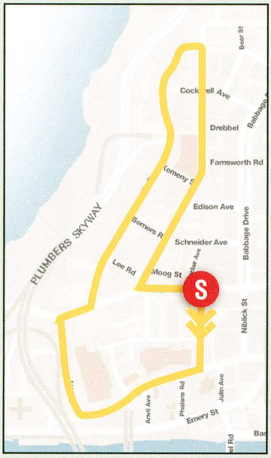

S
Asahara Rd
Bear St
Cockerell Ave
Fleming St
Drebbel
Famsworth Rd
Kemeny St
Edison Ave
Muerl St
Strower Ave
Schneider Ave
Traeger Rd
Moog St
Hardtack Ave
Argus St
Fulcrum Ave
Anvil Ave
Phalanx Rd
Emery St
Mandrel Rd
Latchkey Ave

This is a three-lap race that starts in Aldnerney City on Roebuck Road, heading south toward the elevated freeway. The end of this straight-away presents the most dangerous turn. If you don't slow down coming off the elevated freeway, you'll go off a stunt jump and land in the water—and it's tough to recover from that!

Once you snake around a few turns and pass the Honkers, you approach another long straight-away as you head north up Niblick Street and Babbage Drive. The corners are large and allow you to go wide to avoid sliding in sharp cornering. Just remember you don't have to go directly through the markers. This allows you to straighten the turns a bit.

HONKERS
IF YOU'RE HORNY
WHERE THE HOTTEST GIRLS MAKE YOUR FANTASIES COME TRUE!

South Alderney Race


Bear St
Cockerell Ave
Babbage
Drebbel
Famsworth Rd
Kemeny St
Edison Ave
PLUMBERS SKYWAY
Berners Rd
Schneider Ave
Babbage Drive
Lee Rd
Moog St
S
Niblick St
Anvil Ave
Phalanx Rd
Julin Ave
Emery St

This three-lap race begins south on Argus Street, heading toward Honkers strip club—you know the place. The route on our map reveals a hidden joke—another example of the humor you'll find around every corner in Liberty City!

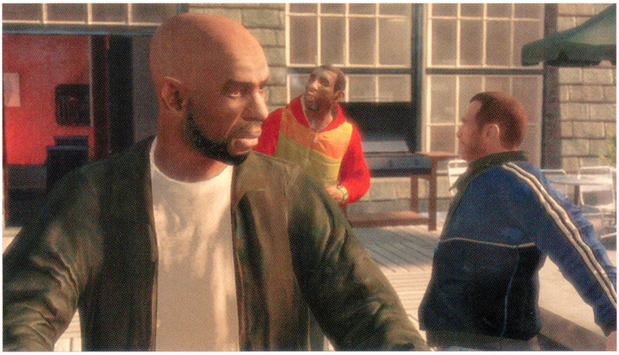
The main thing to watch out for in this challenge is the high-speed, sharp corners created by the long, lead-foot straight-aways. Use the normal brake to quickly slow down before you start to turn, then use the handbrake to drift through the corners like a pro.

Deconstruction for Beginners

Playboy X

You first meet Playboy X in Elizabeta's apartment **(1)** at the beginning of "Blow Your Cover," accompanying him on that mission. Shortly after the mission ends, Playboy X texts you, offering work. His American dream is to become a big-time real estate developer. But a gig like that requires a bit of capital, which Playboy X is anxious to amass. Follow the "**X**" map icon to Playboy X's pad in Northwood to begin this three-mission set.

Your first visit to Playboy X's crib brings a surprise visit from Playboy X's mentor, Dwayne Forge, fresh out of prison. Dwayne was sent up for dealing crack, and he's ready to take up right where he left off. Playboy X, however, seems hesitant to roll with Dwayne again… and Dwayne doesn't seem too happy about that. Then Playboy X takes Niko out on a job without explaining its nature.

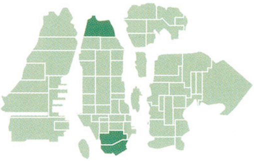


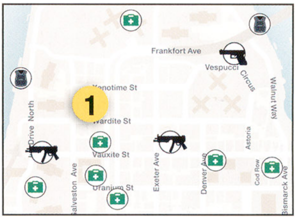
Mission

Find the car loaded with weapons in a downtown alley.

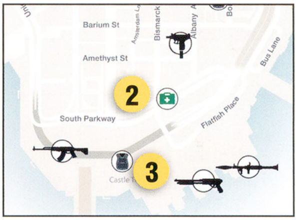
Use Playboy X's Patriot parked out front or a taxi to follow the green icon on the map. Playboy X wants to visit an alley off of South Parkway down in Castle Gardens. On the way, he explains that a big real estate developer, Yusef Amir, has run afoul of the Mafia-run union; union goons are terrorizing Amir's latest construction site, scaring off the scabs he wants to use. Playboy X's plan is to have you run off the Mafia using the cache of weapons you're about to pick up.

When you take the weapons-loaded SUV **(2)**, you also get a radio headset to stay in touch with Playboy X, who plans to watch over the site and give you directions and warnings. Pay attention to the cut-scene as he gives you a quick overview of the site.





Frankfort Ave
Vespucci Circus
Walnut Way
enotime St
1
Drive North
ardite St
Vauxite St
Exeter Ave
Denver Ave
Astoria
Cod Row
Bismarck Ave
alveston Ave
Uranium St



Barium St
Amsterdam Ln
Bismarck
Albany
Amethyst St
Bus Lane
2
South Parkway
Flatfish Place
3
Castle

Main Objectives

- Pick off the mob lookouts with your sniper rifle.
- Gun down the four union leaders in the construction site.

Prerequisites

- Complete "Blow Your Cover."

Fail Conditions

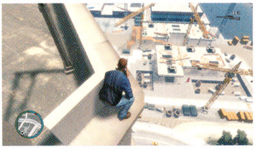
- Playboy X dies.

New Elements Introduced

- Opens the Dwayne Forge missions.

▲ Snipe Down the Ground Troops

Before you enter the construction site to take out the four union leaders (your mission-completion targets), pick off as many of the Mafia thugs as you can find from the roof with the sniper rifle. This is particularly helpful against the second of the four union leaders. Many of his troops are out in the open, within sight and range of your rifle.



▲ Auto-Target Hidden Foes

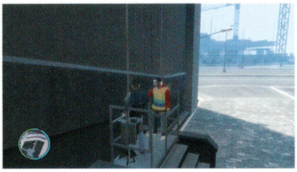
Mafia thugs in the construction scaffolding can be hard to spot. Your auto-aim is a smart function, though; when you use it, Niko picks out and targets foes automatically, even if you haven't spotted them onscreen yet. Use it to locate partially hidden enemies.

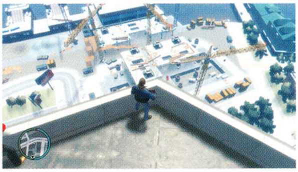
▲ Explosive Barrels

Shoot any barrel you see on the site. Some of them contain explosive materials; when these detonate, they can take out nearby Mafia goons. Make sure you're a safe distance away before you target a barrel!

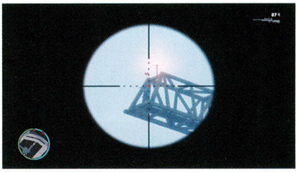
Take out the lookouts.

You're automatically armed with the sniper rifle. Follow Playboy X up onto the nearby lift, then use the controls indicated onscreen to move the platform up to the roof. You may also choose to stay on the ground and snipe the targets from street level. If you choose the high perch, cross to the roof's edge overlooking the construction site **(3)**. This is not a required task, but it does make the mission easier. This mission can also be done in a car using drive-by.





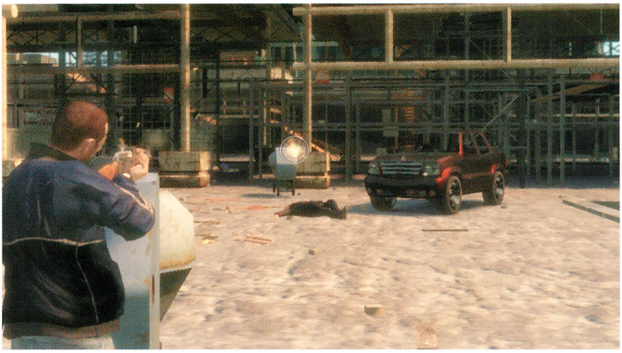
Use the sniper rifle to pick off the three Mafia lookouts indicated by red blips on your map. These three targets are not easy to spot, but here's a tip: each is posted up high on a crane platform, at the end of the boom.



Find the first union leader in the construction site.

Now you must gun down the four Mafia union leaders. However, you get only one leader location (marked by a red blip) at a time, and plenty of other Mafia goons roam the site. The four leaders are the only essential kills to pass the mission, but you'll probably need to take out most of the minions to survive. The easiest way is to just go to the opening of the site and snipe them from below.

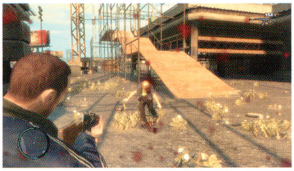
Ride the lift platform back down to ground level and switch to another weapon before you advance into the construction site to seek the first union leader. (Playboy X stays on the roof, spotting for you with his binoculars.) When you arrive in the yard, Playboy X points out the first target up on some scaffolding in the building to the east of the yard. Go to the opening of the construction site and snipe him. You don't have to do this, but it makes the mission easier.

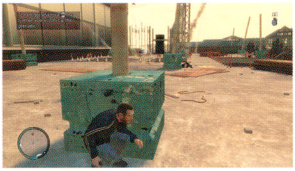


Take down the second union leader.

The second union leader is to the south, up a few stories on the next building. You can find a First Aid Kit beside one of the beams on the ground on your way to the first tier.

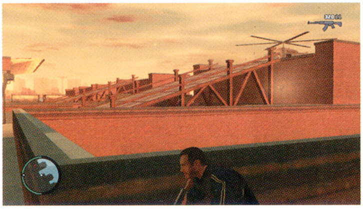
Move through the scaffolding and climb the wooden ramp onto the roof. (At the mission start, this area swarms with Mafia goons, but if you followed our earlier tip, many of them have already been eliminated from the rooftop with your sniper rifle.) Reaching the open roof triggers a quick cut-scene in which Niko runs to cover and pulls out a grenade. Great idea! Toss grenades to clear out the hostile minions, then advance on the leader and take him out, too. He hunkers in the back-left corner of the area.





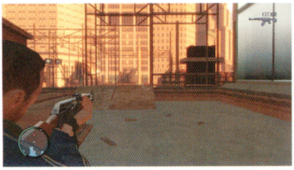
Take down the third union leader.

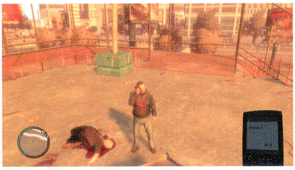
Playboy X points out the next leader in the southwest corner of the yard by the water. A wooden ramp leads over there, where the leader is holed up behind a stack of huge steel beams in the back-right corner of that area. However, instead of crossing the ramp for a head-on assault, use your range advantage; veer away from the ramp and find a perch atop your own stack of beams in the other corner. Wield the sniper rifle and use its scope to find and nail the union leader (the one with the red icon overhead), then systematically pick off any visible members of his supporting cast.

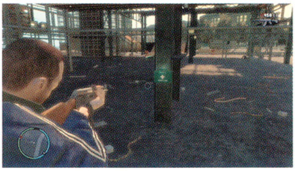


Take down the final union leader.

Your last target is due east of your location, but more Mafia soldiers pour into the area. To make matters worse, a helicopter hovers over the roof to the right, preparing for the last leader's escape. Toss a grenade or two to thin out the crowd, then hurry toward the helicopter and toss another grenade up at it to chase it off. After the chopper lifts and banks away, hunt down the red blip marking the last boss. You'll have to hop down to a lower roof, then climb a ladder to reach him.

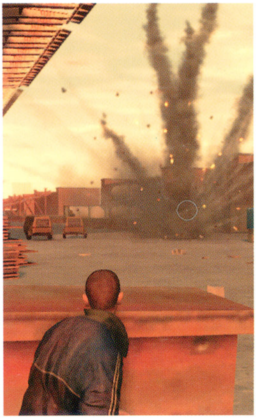






▲ Grenade-tossing Tips

If you toss a grenade while standing up, Niko throws overhand. If you heave one while crouching, Niko lobs it underhand. This has an impact on how far it is thrown or if it will clear nearby objects. If you use auto-aim when you throw at a covering enemy, the grenade will most likely not do damage, as the enemy will be safe from the concussion effects. It's more effective to use manual aim and throw the grenade just beyond the enemies' cover. Also, if grenades don't kill, they usually blow enemies off their feet and away from cover. At this point, you can quickly switch to a firearm and pick them off as they try to stagger back for cover.



◎ New Mission Strand Opens!

After you complete "Deconstruction for Beginners," you get a call from Playboy X, asking you to give his old mentor, Dwayne, some help in the Governor Greg Johnson projects in Northwood. A "D" icon appears on your map at that location. You can travel to the designated place to trigger "Ruff Rider," the first mission for Dwayne Forge.

Photo Shoot

Main Objectives

- Find the gang at the basketball court.
- Use the camera phone to snap a photo of the gang and send it to Playboy X.
- After Playboy identifies Marlon, gun him down.

Prerequisites

- Complete "Deconstruction for Beginners."

Fail Conditions

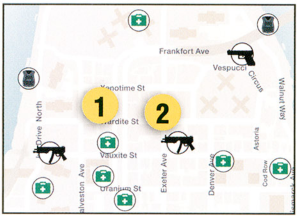
- If the gang members are spooked and one escapes.
- Marlon escapes.

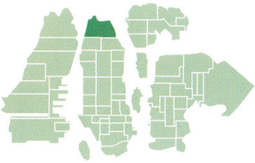
New Elements Introduced

- Opens the U. L. Paper missions (only if "The Snow Storm" is also completed).
- New camera phone.

Playboy X

Follow the "**X**" to Playboy X's pad in Northwood again **(1)**. This time, Playboy X wants a rival silenced—someone who's been disrespecting him and leaking vital information about Playboy X's business dealings. He wants Niko to hit the target where he hangs out on Exeter, near the courts there. Playboy X gives Niko a new camera phone to take a photo of the gang. Then he can send the shot to Playboy X, who will ID the mark, a guy named Marlon.





✪ Mission

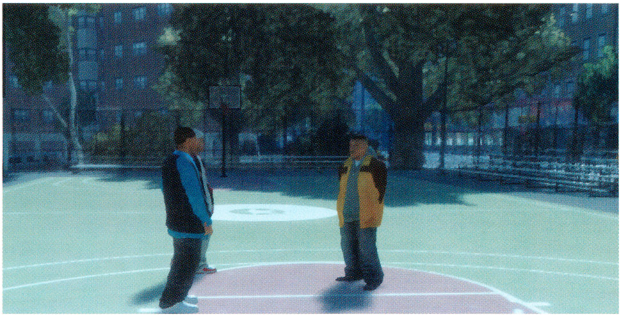
| Go to the basketball courts on Exeter Avenue.

Follow the yellow GPS route to the courts, not far from Playboy X's pad in Northwood. Move into the destination marker **(2)** to trigger a short cut-scene showing the gang in question. After the cinematic plays, read our Getaway Tip on the next page.

Take a picture of the gang members and send it to Playboy X.

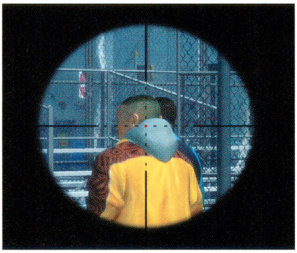
Note the onscreen directive, "Don't get too close." You can take a perfectly good photo of the crew from the edge of the basketball court. Just bring up your camera phone, select "Menu," then select "Camera." Use the button indicated onscreen to snap photos. Make sure your shot includes the gang member near the free throw line.

Follow the onscreen instructions to send the shot to Playboy X. He calls back in moments, verifying Marion's description.



Take down Marlon.

Gun down Marlon. The easiest way to end this mission quickly is to just snipe Marlon in the head as your first shot. The initial bullet fired begins the battle, and if this one takes him out, the mission is over and you don't have to fight any of his friends. If Marlon somehow escapes to his vehicle, you'll have to grab a ride of your own and chase him down. This is easier if you followed our mission tip and shot out the tires of Marlon's car earlier. You may also need to shed a Wanted Level, so be ready to leave the area quickly.



◎ Conditional: New Mission Strand Opens!

After you complete "Photo Shoot" and if you've already completed the "The Snow Storm" mission for Elizabeta Torres, you get a call from Michelle. Afterward, another "?" icon appears on your map in The Triangle district of Algonquin. Now you can travel there to try "Wrong Is Right," your first mission for the mysterious agency that uses the U. L. Paper company as its front.

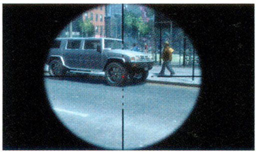
Random Character Unlocked: Jeff

"Photo Shoot" unlocks another Random Character, Jeff. You'll find this nut case in East Holland. Keep your eyes peeled for his blue Random Character icon in this area—there are three encounters available with him, but they do not count toward 100% completion of the game.

▲ Deflate the Getaway

Before you take the photo, pop the tires of the gang's getaway vehicle. From the spot where you found the destination marker, cross at the corner and follow the street to the big Patriot. (It's parked by the courts, across the street from the Jamaican restaurant.)

Draw a gun and quickly shoot out all four tires. Firing a weapon can attract police attention; if this happens, run off and lose the Wanted Level, then return and continue with the mission. Also, shoot the tires from the street; gunfire near the court will alert the enemy and begin a premature gunfight. Deflated tires will make the gang's vehicle much easier to chase down.



THE MIGHTY CLUCK
99¢
200% BIGGER BREASTS
CLUCKIN' BELL®

Random Character: Jeff

Prerequisites

- Complete Playboy X's mission, "Photo Shoot."

Fail Conditions

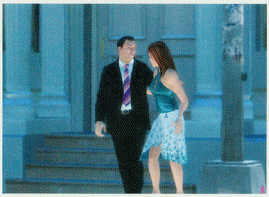
- Niko dies.
- Tap the car you're following and blow the tail.
- Get busted.
- Getting noticed at the café by the couple.

First Encounter

Jeff is found on a corner in East Holland after completing Playboy X's "Photo Shoot." He's an extremely jealous husband and quite neurotic, worrying himself to death about his wife cheating on him. He would take care of business himself, but his angina... the stress of the mission could kill him.

Mission

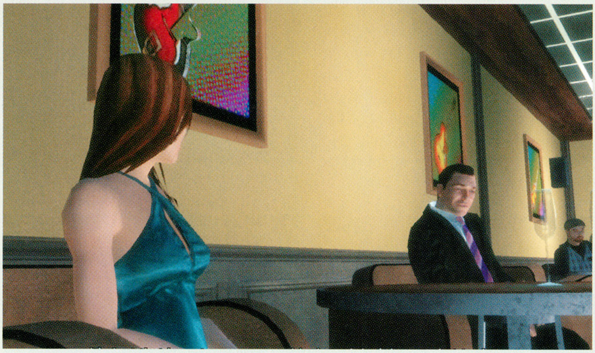
Follow Jeff's wife.



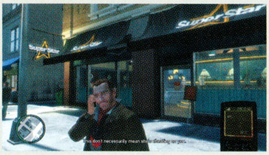
Jeff wants you to follow his wife and take pictures of her with another man, then send him the photos via cell phone. You see the sneaky couple exiting the house across the street before hopping into a luxury sports car. Enter the nearby vehicle and follow them. You can pursue closely, but just don't tap or run into the target car or she'll notice they're being followed.

Enter the Superstar Café and find the couple.

They stop at a Superstar Café in Lancaster. Exit your vehicle and follow them inside, then climb the stairs to the left. You'll find the couple sitting together at a table. Stick around for a while and listen to the amusing dialog.



Take a picture of the couple.



Use your cell phone to snap a picture of the two together, then send the photo to Jeff. Simply leave the Superstar Café to complete the mission. Niko explains the scene rationally to Jeff. Wait and see if Jeff processes the information with a cool head in the next encounter.

Second Encounter

You encounter Jeff a second time via cell phone. He's got a big problem and he wants to meet you.

Mission

Meet Jeff in the parking garage off Silicon Street.

After receiving the phone call from Jeff, follow the yellow GPS route on the radar to the underground parking garage off Silicon Street on the northeast corner of Middle Park. When you reach the first yellow marker at the mouth of a descending alley, a second marker appears a bit further away. The marker indicates the location is lower than you. Head down the slopes to enter the underground garage. Approach the car that's parked awkwardly just to the left of the entrance.

Jeff wasn't too pleased with the pictures you sent of his wife and another man. He tells you that his wife, Shirley, died in their kitchen as a result of 50 accidental knife wounds. She's in the back of the car and he wants you to dump the body and the vehicle.

Take the car to Walnut Way, where it's quiet.

Shirley's dead body is in plain view through the back window of Jeff's vehicle. The police will be able to see this just as clearly. If you pass a cop, they'll notice something illegal and you'll receive a one-star Wanted Level. Lose the Wanted Level before proceeding to dump the body. Follow the GPS route to the water, but if you see cops along the way, take a different route.

Bail out and launch the car into the water.

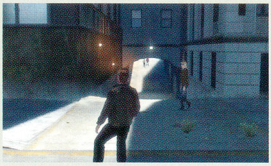
The yellow marker points out a crude ramp on the north shore of Walnut Way. Speed down the embankment and aim for the ramp at the water's edge, but bail out of the car before you reach it. The vehicle flies into the water and sinks. Mission complete. The body and car are at the bottom of the river.

Prerequisites

- Complete Playboy X's mission, "Photo Shoot."
- Complete "Jeff: First Encounter."

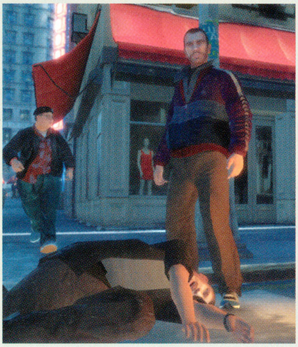
Fail Conditions

- Niko dies.
- You get busted.
- The car with the body in it is destroyed improperly.



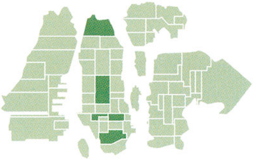
Third Encounter

The final encounter with Jeff finds him sitting on a sidewalk bench in Suffolk. He begs for your friendship while currently spying on his new wife. He wants you to kill her, but you refuse. Jeff runs off in frustration and gets hit by a car. Pick up all the money he drops.



Prerequisites

- Complete Playboy X's mission, "Photo Shoot."
- Complete "Jeff: Second Encounter."



Ruff Rider

Dwayne Forge

Follow the "**D**" icon to Dwayne Forge's place up in Northwood at Vespucci and Circus. Dwayne is in a bad state. The girlfriend he took great pains to care for while he was incarcerated is now living with another guy named Jayvon. Jayvon may have ratted on Dwayne too; it's a sorry situation. Niko promises to talk to the couple and make things right for Dwayne. He does so because, as he tells Dwayne, "you remind me of me."

Main Objectives

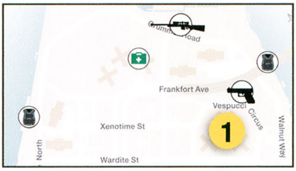
- Find Cherise and Jayvon at the Chinatown arcade.
- Kill or spare Cherise.
- Chase down and kill Jayvon.
- Nab Jayvon's money and return it to Dwayne.

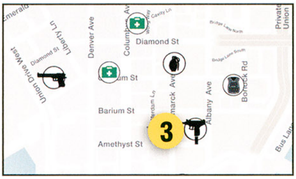
Prerequisites

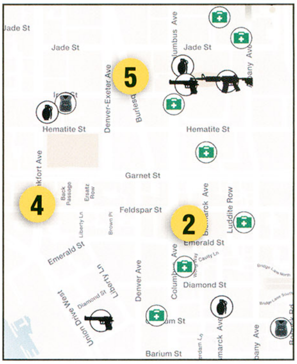
- Complete "Deconstruction for Beginners."

Fail Conditions

- Cherise's boyfriend, Jayvon, escapes.


Frankfort Ave
Vespucci
Circus
Xenotime St
Wardite St
North
Walnut Way
1


Emerald
Union Drive West
Diamond St
Liberty Ln
Denver Ave
Columbus Ave
Diamond St
Private Union
Barium St
Amethyst St
Albany Ave
Bohock Rd
Bus Lane
3


Jade St
Jade St
Columbus Ave
Jade St
Denver-Exeter Ave
Burlesque
Hematite St
Hematite St
Frankfort Ave
Garnet St
Feldspar St
Bismarck Ave
Luddite Row
Emerald St
Emerald St
Union Drive West
Liberty Ln
Denver Ave
Columbus Ave
Diamond St
Barium St
5
4
2

Mission

Go to the arcade in Chinatown.

From Dwayne's place in Northwood **(1)**, follow the yellow GPS route to the destination marker on the corner of Columbus and Emerald in Chinatown **(2)**. Enter the marker to trigger a cut-scene: Niko confronts Cherise and her boyfriend, Jayvon, outside the arcade, then Jayvon takes off.

Execute Cherise or let her live.

Execute Cherise or let her live.

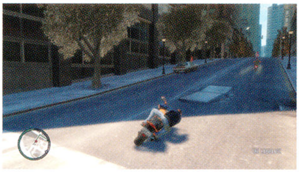
Jayvon, on a slick motorcycle, is the red blip on your radar. Cherise is the blip flashing blue and red, which means you'll have to make a decision about her fate. Approach and listen to her plea, and note her assessment of the differences of character between Dwayne and Playboy X. Then make your choice: either gun down Cherise or let her go. Decide quickly because Jayvon is getting away!

◎ Choose Cherise's Fate!

You can let Cherise escape or gun her down. Either choice lets you successfully complete the mission. However, if Cherise lives, she returns later as a Random Character with whom you can interact after "The Holland Play" mission. That later meeting isn't part of the 100 percent game completion requirements, so if you do choose to whack Cherise now, you miss out on the Random Character mission and nothing else.

Chase down and kill Jayvon.

After you make your decision about Cherise, hop on the nearby motorcycle and chase down Jayvon. Once you finally get on his tail, fire away with an SMG using the drive-by method from your bike. Show no mercy to the snake. Jayvon heads south on Amsterdam Lane, east on Amethyst, back north on Bismarck **(3)**, then continues to zigzag across Lower Algonquin as you give chase. If you don't gun him down soon, he eventually works his way west over to Frankfort Avenue **(4)**.

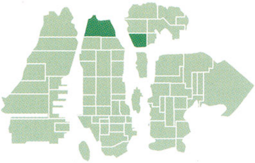


Get Dwayne's money.

When you finally drop Jayvon, he drops his money pouch, marked with a green icon. (The cash is also marked as a green blip on your map.) This loot rightfully belongs to Dwayne, so pick it up. After you do this, Niko automatically calls Dwayne to report his success and sets up a meeting.

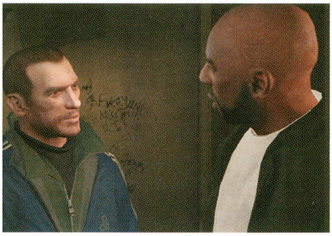
Meet Dwayne at the Cluckin' Bell.

Dwayne is now the blue blip on your map. Follow the blue route to the Cluckin' Bell **(5)** on Burlesque where Dwayne waits. Enter the restaurant to find him sitting alone at a table. Approach Dwayne to trigger the mission-ending cut-scene, which varies slightly depending on whether or not you killed Cherise.



Undress to Kill

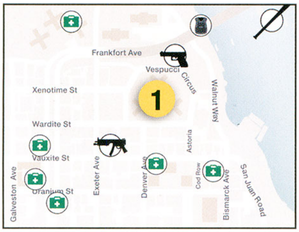
Dwayne Forge

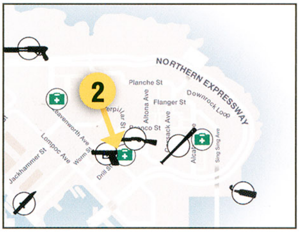


Follow the "**D**" icon across the map to Dwayne's place in Northwood. Dwayne is grieving his losses and the betrayals he's suffered, and seems on the verge of giving up. But Niko offers to help get back what he lost. Dwayne tells Niko about The Triangle Club on Drill Street in Bohan, a "classy" gentleman's club he used to run before going to prison. Gangsters have taken it over and run it down. Now Dwayne wants it back.

Mission

Go to the strip club.


Frankfort Ave
Vespucci Circus
Xenotime St
1
Walnut Way
Wardite St
Vauxite St
Astoria
Galveston Ave
Uranium St
Exeter Ave
Denver Ave
Cod Row
Bismarck Ave
San Juan Road


NORTHERN EXPRESSWAY
2
Planche St
Downrock Loop
Flanger St
Altona Ave
Leavenworth Ave
Lompoc Ave
Jackhammer St
Worm St
Drill St
Sing Sing Ave

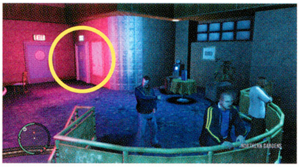
From Dwayne's place **(1)**, head to The Triangle Club **(2)** in the Northern Gardens neighborhood of Bohan. Keep your weapon put away to avoid attracting attention, then walk in the front door of the club.

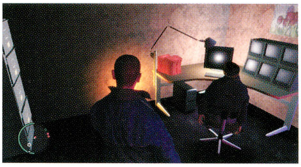
Listen in on conversations to find the three target strip club managers.

First off, note that you *can* just burst in and try to gun down everyone in the club, if you want. But that's an inelegant solution, plus it scares off surviving managers and makes it necessary to chase them down by car. Here's a better tactic:

First Manager: Step from the lobby (where the QUB3D arcade game is located) into the main part of the club. Approach the two guys by the railing to learn that "Jose" is in the back counting up money. That sure sounds like something a manager would do, doesn't it? And sure enough, the first red blip pops up on your radar, marking Jose's location.

Follow the red blip back through the door labeled PRIVATE: STAFF ONLY. Jose sits at a control console with a bank of monitors; he's facing away from you. Pull out your knife and attack him quickly from behind; don't give him a chance to draw his gun and shoot. If you terminate him without shots being fired, you score a silent kill and can move back into the club.





Main Objectives

- Go the The Triangle Club and locate the three club managers.
- Kill all three managers.

Prerequisites

- Complete "Ruff Rider."

Fail Conditions

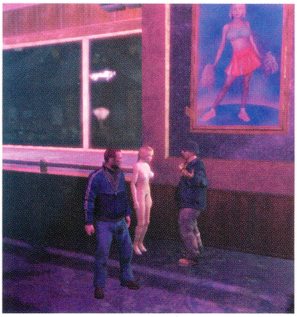
- Allow any club manager to escape.

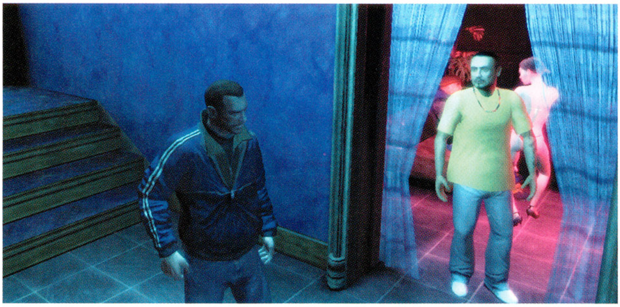
▲ Silent Kills

The moment a shot is fired by anyone, the club goes into "fight mode" as the bouncers open fire and surviving managers try to escape. To avoid this, discharge a firearm only as a last resort.

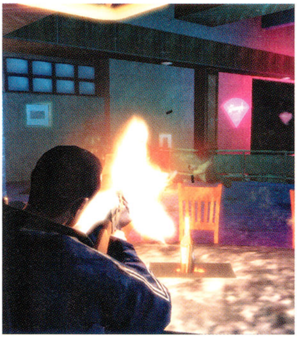
Second Manager: Move across the main floor, just past the stage on the left, to find a guy talking to a stripper. He's explaining how to pronounce his name: "Javier." The red icon pops up over his head—another club manager. Don't kill him yet. Instead, find the third manager.

Third Manager: Head to the back corridor of the club where the private dance rooms are located. When you approach the room on the left, a bouncer stops you, saying, "Jesus test-drives all the new bitches." This identifies the boss getting the lap dance behind him, and a red marker appears over his head.

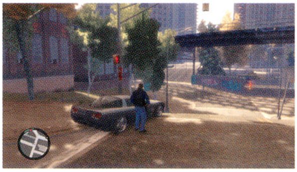


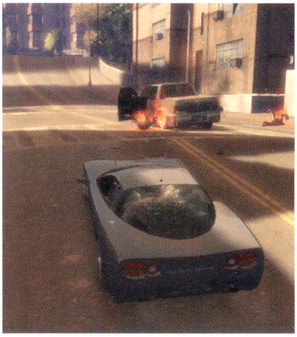


If you already scored a silent kill on Jose (the manager sitting alone in the control room), you can now focus on Javier and Jesus. Take them out in either order, but remember—the moment you draw a weapon, the club will erupt. The best strategy is to stand at the entrance to the hall leading back to Jesus (the manager in the lap dance room), then quickly wield a rifle and kill Javier (the manager by the stage). This way, you keep Jesus in a fairly confined space; you can swivel and gun down the bouncer, then Jesus as he emerges.

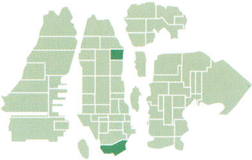


Again, if any managers escape the club, they run to a truck outside and drive off. You'll have to hop in a car, chase them down, and blow them away. Note that a swift Coquette, a perfect chase car, is parked across the street just to the west of the club.





Call and Collect



Main Objectives

- Go to the viewpoint and call the blackmailer.
- Find the blackmailer by spotting the person talking to you on his phone.
- Kill the blackmailer.
- Retrieve storage device and return to Francis.

Prerequisites

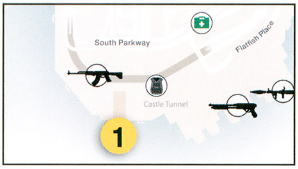
- Complete "The Puerto Rican Connection."

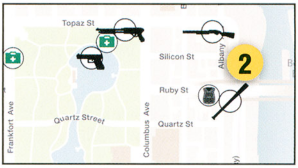
Fail Conditions

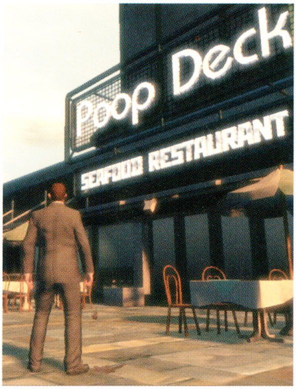
- Blackmailer gets too far away while fleeing.

Francis McReary

Follow the "**?**" icon to the destination marker at the end of the Castle Gardens pier, near the tasty Poop Deck Seafood Restaurant. Step into the marker to trigger Niko's meeting with Francis McReary, the deputy police commissioner you met briefly at Manny's hangout back in "The Puerto Rican Connection." And as he puts it, "a man's gotta do what a man's gotta do." Somebody is blackmailing McReary, and he wants Niko to go to an exchange set up at the viewpoint by the Humboldt River.


South Parkway
Flatfish Place
Castle Tunnel
1

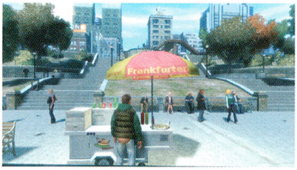

Topaz St
Silicon St
Albany
2
Ruby St
Quartz Street
Quartz St
Frankfort Ave
Columbus Ave


Poop Deck
SEAFOOD RESTAURANT

Mission

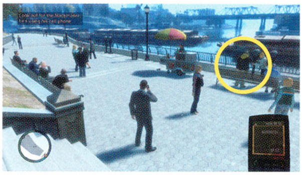
Go to the viewpoint off Union Drive East.

From your meeting with Francis on the Castle Gardens pier **(1)**, follow the yellow GPS route to the Lancaster district near the river. Walk into the destination marker **(2)** to trigger a scene in which Niko calls Francis to get further instructions. Francis texts the blackmailer's cell phone number; this number is added to your phonebook when you open the text message. Francis wants you to call the blackmailer's number and look around for someone speaking on their cell phone. Here's a tip: Before you do this, go downstairs to the waterfront promenade by the hot dog stand.


Frankfurter

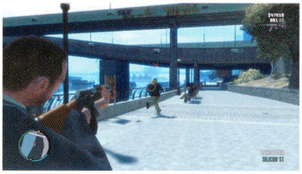
Call the blackmailer's cell phone and find him as he talks on it.

Bring up your cell phone, access your phonebook, and speed-dial the number provided by Francis. From the hot dog stand, scan the area; you'll spot a dude with a hooded sweatshirt talking on his cell phone near one of the benches. Approach the guy until you hear him speaking the words you're hearing from the blackmailer's voice a split-second later in your phone (due to the satellite transmission delay). When you approach the blackmailer, he starts running.



Take down the blackmailer and nab the storage device.

Give chase and gun down the blackmailer. When he falls, he drops a memory stick marked by a green icon. This device holds all of the blackmail photographs of Deputy Commissioner McReary. Walk through the device to pick it up and then take off. Your brazen gunplay has attracted police attention. You now have a two-star Wanted Level.



Blackmail Bench

The blackmailer will not be in one set location, but he will be next to a bench near the hotdog stand.

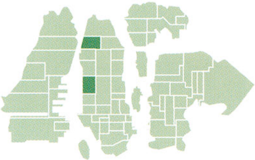
Lose your Wanted Level.

Evade the cops. You'll have to hoof it a ways, since you're down by the water. It's possible to outrun the Wanted Level by sprinting straight down the waterfront walkway, but you might want to get up to the street and nab a car.

Take the storage device to Francis.

Now just follow the yellow GPS route to McReary, who waits for you up in East Holland. He feels like a new man. Note Niko's world-weary reference to "your sins absolved." Doesn't sound like Niko puts a lot of stock in redemption, does it?

Shortly after you complete "Call and Collect," Francis will text Niko and invite him down to the police station. This puts his "**F**" icon on the map at the LCPD station in Westminster. You can go there and meet Francis to trigger another mission with him, "Final Interview."



Final Interview: Part 1

Francis McReary

Follow the "**FM**" icon to the marker outside the LCPD station off Kunzite Street in the Westminster district of Algonquin. Looks like another person is holding embarrassing info about "good guy" Francis McReary; this time, it's a crusading lawyer named Tom Goldberg, who wants to take evidence of corruption to the DA. Goldberg is well-protected by building security; however, so Officer McReary wants you to set up a fake job interview to get into Goldberg's office.

Main Objectives

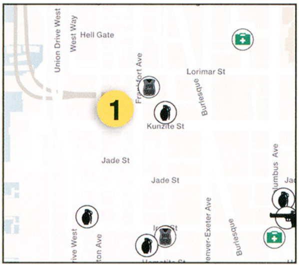
- Go to an internet café and set up a job interview with Goldberg, Ligner & Shyster.
- Wait for a phone call that sets up the appointment.
- Buy a suit for the interview.

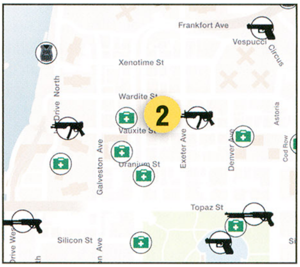
Prerequisites

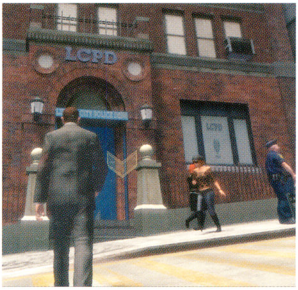
- Complete "Call and Collect."

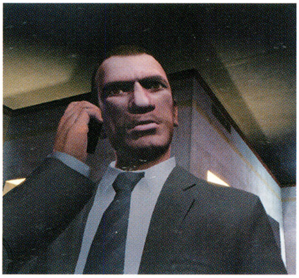
Fail Conditions

- None except for universal fail conditions (death or arrest).


Hell Gate
Union Drive West
West Way
Frankfort Ave
Lorimar St
Burlesque
1
Kunzite St
Jade St
Jade St
Columbus Ave
Iron St
Denver-Exeter Ave
Burlesque


Frankfort Ave
Vespucci Circus
Xenotime St
Wardite St
2
Vauxite St
Uranium St
Exeter Ave
Denver Ave
Astoria
Cod Row
Galveston Ave
Topaz St
Silicon St



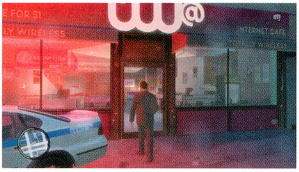


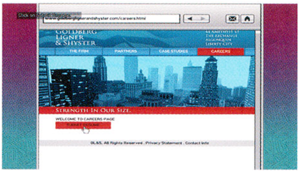
Mission

Go to an internet café.

From the LCPD station **(1)**, drive or take a taxi to any tw@ internet café; the nearest one **(2)** is up in the North Holland district. Get online and check your email to find a note from Francis McReary suggesting you try a website for the legal firm of Goldberg, Ligner & Shyster.

Select the link for the firm, click on "Careers", then click the "Submit Resume" button to bring up Niko's amusing resume. Click "Submit Resume" again (bottom of page) to send the document to the law firm, then log out. A new phone number for "Lawyers" is added to your phonebook.


tw@
INTERNET CAFE

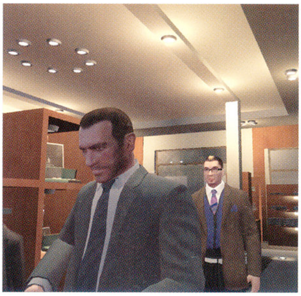

GOLDBERG
LIGNER
& SHYSTER
THE FIRM
PARTNERS
CASE STUDIES
CAREERS
STRENGTH IN OUR SIZE.
WELCOME TO CAREERS PAGE

Leave the internet café.

Leave tw@ and mission accomplished! It was tough, but we knew you could do it. Niko automatically calls Francis to report that he's sent in the job application. After a short time, you get a call from Goldberg, Ligand & Shyster asking Niko to come into the firm's offices at noon tomorrow. Then Niko calls McReary to report the meeting. Note that an automatic alarm is set in your phone organizer to prompt you with a text message when the interview time is near.

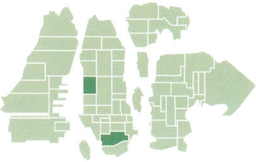
◎ Optional: Buy a new suit for the interview.

Now you've got some time to kill. You could look around for other Main Story Mission icons or try some moneymaking Procedural Missions. But if you're going to make it into Goldberg's office for an interview, you'd better be looking like a sharp, upscale young lawyer. If you don't own a suit yet, it's time to pick one up.



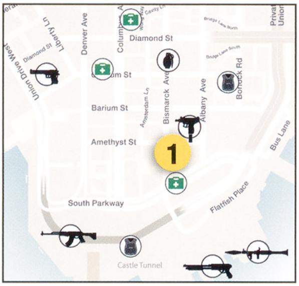
Head for one of the Perseus clothes shops; the nearest one is in The Exchange, at the southern end of the island (for the exact location, see our Places of Interest map for Algonquin in the Liberty City Maps section of this guide). Enter and buy any suit, then pick out a nice pair of shoes too. Now you're ready to get your foot in the door at Goldberg, Ligand & Shyster.

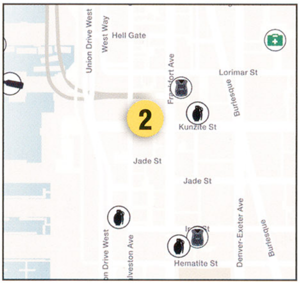
Final Interview: Part 2



Francis McReary

This is a continuation of "Final Interview: Part 1," although technically it's a separate mission in the story flow. Your phone organizer sends a text, reminding you of your appointment at the law firm. If you're not wearing a suit, change into one (assuming you own one) at your current safehouse or hurry to buy one at a Perseus clothes shop. Then put a waypoint marker on the "Lawyers" icon **(1)** down in The Exchange at the southern end of Algonquin and proceed there posthaste. Step into the destination marker to trigger Niko's exchange via intercom with the firm's receptionist. If you're suitably dressed, she buzzes you inside.


Liberty Ln
Diamond St
Union Drive West
Denver Ave
Columbus Ave
Diamond St
Bridge Lane North
Bridge Lane South
Bismarck Ave
Albany Ave
Borlock Rd
Barium St
Amsterdam Ln
Amethyst St
1
Bus Lane
South Parkway
Flatfish Place
Castle Tunnel


Union Drive West
West Way
Hell Gate
Frankfort Ave
Lorimar St
Burlesque
2
Kunzite St
Jade St
Jade St
Drive West
Galveston Ave
Hematite St
Denver-Exeter Ave
Burlesque

Main Objectives

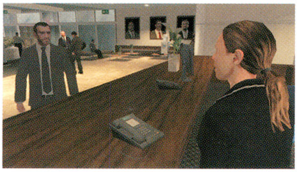
- Get into Tom Goldberg's office.
- Grab his McReary files and kill him.
- Escape the building and lose the cops.

Prerequisites

- Complete "Final Interview: Part 1."

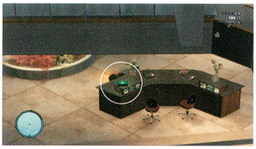
Fail Conditions

- You miss the interview time. (A new one is automatically arranged.)
- Wield a weapon or attack anyone in the building before the interview.
- Jump out without killing Goldberg.
- Kill Goldberg, but jump out without collecting the files.
- Use the intercom, then get a Wanted Level.
- Drive a vehicle inside the office before the interview.



First Aid to Go

Look for this First Aid Kit atop the reception desk on the lower level, near the exit doors.



Easy Way Out

After killing Goldberg, you can shoot out the window behind him, then jump through the busted glass and drive off for a quick and easy getaway!

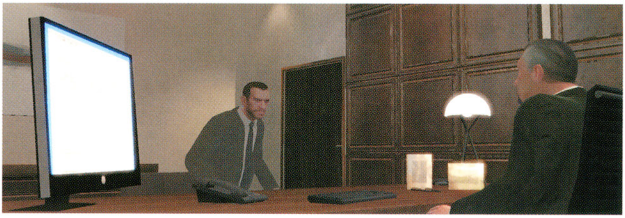
Mission

Go to the receptionist.

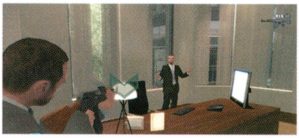
Enter the building and approach the receptionist, marked with a blue icon overhead. She welcomes you and contacts Goldberg.

Follow the receptionist to Goldberg's office.

Follow the receptionist as she leads you to Goldberg's office. Go through the office door to trigger a cut-scene of the interview. When control returns, Goldberg is still talking.



Aim your gun at Goldberg to intimidate him, then grab the files.

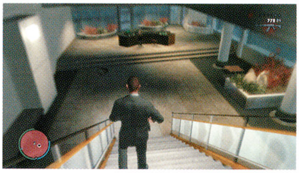


Press the button indicated onscreen to stand up, then quickly wield a weapon and aim at Goldberg. Niko automatically asks him about the files for the case against McReary. He tells you they're on his desk, and a green marker appears over them.

Kill Goldberg.

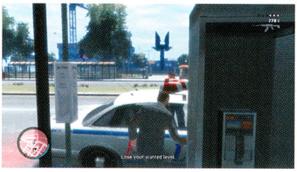
Yes, it's cruel, but gun down the unarmed lawyer. This triggers a two-star Wanted Level (unless you perform a stealth kill with a knife).

Escape from the building.



Security guards and cops begin to swarm the building. Fight your way out to the main lobby. The doors you entered are now locked, so you'll have to veer left past the reception desk and continue downstairs to an alternate exit. Look over the stairwell before descending, then target and shoot any aggressors below before heading downstairs. (Don't miss the First Aid Kit on the front desk by the lower doors.)

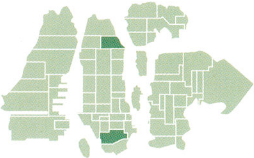
Now get outside as fast as you can. The police cruiser parked just outside the exit doors (by the bus stop and the row of payphones) may be the only available vehicle in the vicinity, so steal it and lose that Wanted Level.



Take the files to Francis.

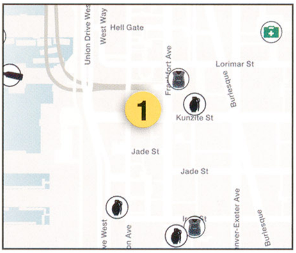
Once you're clear, follow the yellow GPS route to find Francis McReary at the LCPD station **(2)** in Westminster and deliver the incriminating evidence.

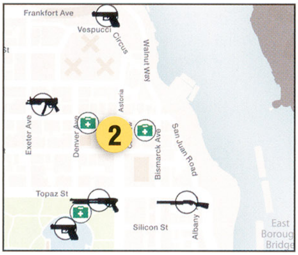
Holland Nights



Francis McReary

Follow the "**FM**" icon back to the LCPD **(1)** station to meet with the Deputy Police Commissioner again. He has another "bad guy" for Niko to whack. This one is holed up in a tower block in East Holland and might have some dirt on a few "good guys" like the good Officer McReary. Francis tells Niko to head to Vauxite Street and wait for his call.


Union Drive West
West Way
Hell Gate
Frankfort Ave
Lorimar St
Burlesque
1
Kunzite St
Jade St
Jade St
Denver-Exeter Ave
Burlesque


Frankfort Ave
Vespucci Circus
Walnut Way
Astoria
Exeter Ave
Denver Ave
2
Bismarck Ave
San Juan Road
Topaz St
Silicon St
Albany
East Borough Bridge

Main Objectives

- Find Clarence in the East Holland projects.
- Kill Clarence or let him go.

Prerequisites

- Complete "Final Interview: Part 2."

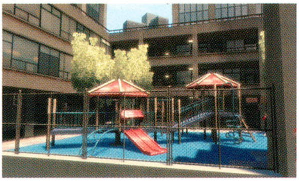
Fail Conditions

- Shoot up the area before you call Francis (Clarence escapes).
- Clarence escapes in his car.

Mission

Go to the projects in East Holland.

Follow the yellow GPS route to the destination marker **(2)** at the high-rise projects in East Holland. Step into the marker to trigger a phone call to Officer McReary, who tells Niko the target, named Clarence, is on the second floor; he'll be surrounded by plenty of "employees." He then explains the layout of the building.



Take down Clarence the easy way.

There is a sneaky, easy way to pop Clarence if you've got a sniper rifle and you don't care to see him beg for his life later. (You do have a choice about Clarence's fate in this mission.) Instead of entering the projects, move down the sidewalk along the outside of the chain link fence. Continue past the short section of wall covered with posters to where the fence continues again by the playground equipment. Then quickly use your sniper rifle to zoom in on Clarence; he has the red marker over his head up on the second floor balcony. *Bang!* You must pull the trigger immediately or he'll run away before you get a shot off. He might even escape in his car.

◎ Choose Clarence's Fate!

You can let Clarence escape or gun him down. Either choice lets you successfully complete the mission. However, if Clarence lives, he returns later as a Random Character with whom you can interact after the "Blood Brothers" mission. Hint: He's not too happy to meet you again at that point, and that later meeting isn't part of the 100% game completion requirements. So if you do choose to whack Clarence now, you would only miss out on his Random Character mission and nothing else.

Go after Clarence the hard way.

If you want to give Clarence the chance to live, or if you just want more of a challenge, move into the projects and head for the staircase just ahead. Take McReary's advice—keep your weapons concealed at first and don't get violent until you reach the second floor. This way, Clarence's gang won't attack until you get closer to him, making the mission much easier. Eliminate the resistance around Clarence, who takes off running, then chase him up onto the roof to corner him.

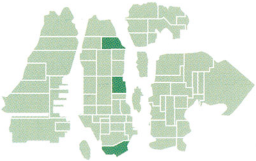
Execute Clarence or let him live.

It's time to decide whether or not you want Clarence to live, and then act accordingly.

Lose your Wanted Level.

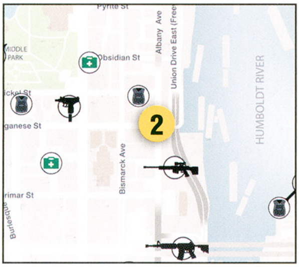
Now get out of the projects and get rid of your Wanted Level. Once you're clear of cop pursuit, Niko calls Francis McReary and reports the deed done (one way or another). McReary comments on Clarence's uncanny ability to sweet-talk his way out of anything. If you let Clarence go, you might be wondering, *Hmm… did I do the right thing?*

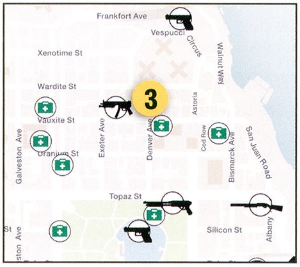
Lure

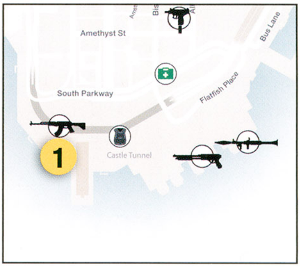


Mission Contact: Francis McReary

Follow the "**FM**" icon down to the destination marker next to the big water fountain in Castle Gardens. Officer McReary is almost hysterical; one of Clarence's lieutenants is about to rat him out to the feds. He's holed up in an apartment on Denver Avenue between V and W, and McReary needs you to take him out. Francis has left a rifle in the trunk of a car on the corner of Albany and M. He wants you to go there and give him a call.

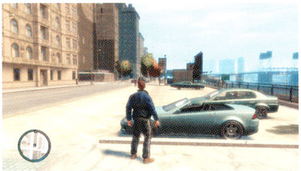

Pyrite St
MIDDLE PARK
Obsidian St
Albany Ave
Union Drive East (Free
ckel St
ganese St
2
Bismarck Ave
HUMBOLDT RIVER
rimar St
Burlesque


Frankfort Ave
Vespucci Circus
Xenotime St
Walnut Way
Wardite St
3
Vauxite St
Exeter Ave
Denver Ave
Astoria
Cod Row
Bismarck Ave
San Juan Road
Galveston Ave
Uranium St
Topaz St
Silicon St
Albany
St
ston Ave


Amethyst St
Bus Lane
South Parkway
Flatfish Place
Castle Tunnel
1

Mission

Get the rifle/ammo from the car.



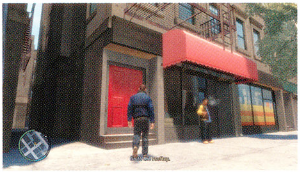
From your meeting with Francis **(1)**, follow the green radar blip to the two-door Feltzer **(2)** in the first parking space at Albany and Manganese in Hatton Gardens.

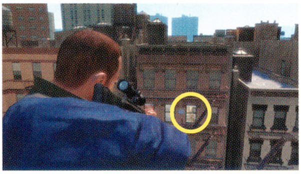
Go to the dealer's apartment off Denver Avenue.

Follow the yellow GPS route to the destination marker **(3)** on Denver Avenue in East Holland. Niko automatically calls Francis, who says the mark's place is on the fourth floor on the east side of the street. He tells Niko to take up a position on the roof opposite.

Go to the rooftop.

Cross the street to the building with the red awning and door. Enter the red door and climb the stairs all the way to the roof. Step into the yellow destination marker there to trigger a cut-scene. Niko can't get a clean shot at the guy watching TV; note his phone sitting in front of the set. Time to get creative.





Lure the dealer into the open.

Take the onscreen hint about how to dial a number on your phone. Bring up your sniper scope and target the dealer's window—it's the one lit up with the TV. Zoom in on the phone right in front of the TV to get the number on the display. (Or just read this parenthetical sentence in which we tell you that the phone number is 545-555-0122.) Then access your cell phone and dial that number to lure him to his phone.

Dish Out Some Pain

You can also target the dish on the side of the building, then shoot the dealer when he gets up to see why he's lost his television signal. You can even shoot the TV, but you get only a small window of opportunity to make your shot.

Main Objectives

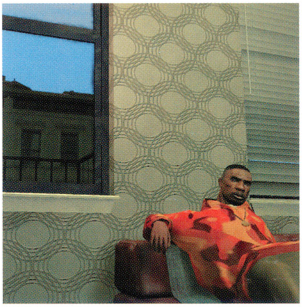
- Pick up the sniper rifle (or ammo).
- Get on the roof opposite the dealer's apartment.
- Call the dealer to lure him to his window.
- Kill the dealer.

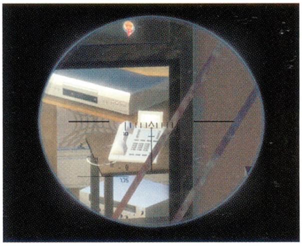
Prerequisites

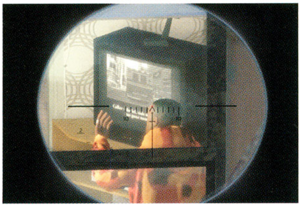
- Complete "Holland Nights."

Fail Conditions

- Get too far away from the target after luring him out.







Take out the dealer.

When the target answers his phone, nail him with a shot from the sniper rifle. Go for the sure headshot if you can.

Leave the rooftop.

Head back downstairs. Niko calls Francis to report. Your work for Deputy Commissioner McReary is finished for a while, but he'll be in touch again later.

Wrong Is Right

Main Objectives

- Go to Minkov's house and access his computer to find where he's meeting someone.
- Stake out the meeting.
- Chase down Minkov's car.
- Kill Minkov.

Prerequisites

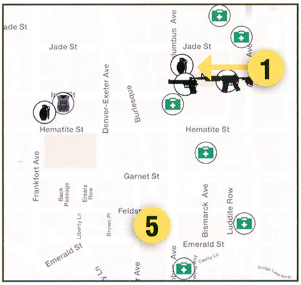
- Complete "The Snow Storm."
- Complete "Photo Shoot."

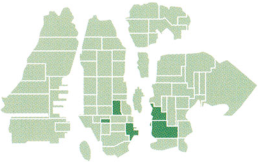
Fail Conditions

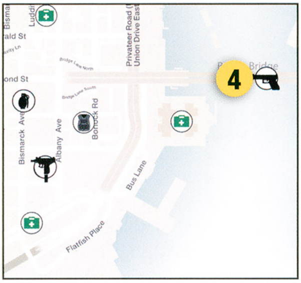
- You lose Oleg during the car/foot chases.

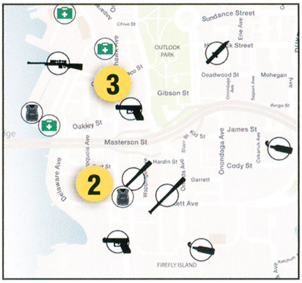
U. L. Paper

Shortly after you complete both "Photo Shoot" for Playboy X and "The Snow Storm" for Elizabeta, Michelle's phone call puts a "**?**" icon on the map. Follow it to The Triangle, a high-rise district in lower midtown Algonquin. Michelle meets Niko and ushers him upstairs to the headquarters of a phony front company named United Liberty Paper. There she introduces Niko to a bespectacled "executive," who speaks Niko's language in more ways than one. The mystery man needs you to gather information on someone named Oleg Minkov, who lives on Iroquois Avenue back in Hove Beach.


1
5
Jade St
Columbus Ave
Denver-Exeter Ave
Burlesque
Hematite St
Frankfort Ave
Garnet St
Bismarck Ave
Luddite Row
Emerald St
Feldspar




4
Privateer Road / Union Drive East
Bismarck Ave
Albany Ave
Bohrock Rd
Bus Lane
Flatfish Place


3
2
Sundance Street
Outlook Park
Deadwood St
Mohegan
Gibson St
Oakley St
Masterson St
James St
Cody St
Delaware Ave
Onondaga Ave
Firefly Island

Mission

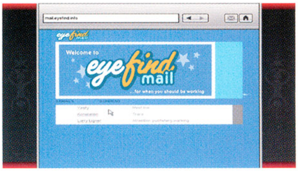
Go to Oleg's apartment in Hove Beach.

From the U. L. Paper building **(1)**, follow the yellow GPS route to Hove Beach, then step into the destination marker at the front door of Minkov's house **(2)**. This triggers a cut-scene where Niko breaks into the place, finds a laptop computer in the vacant room and checks in with his contact to report. The mystery man suggests you check Oleg Minkov's emails.

Check the computer for information.

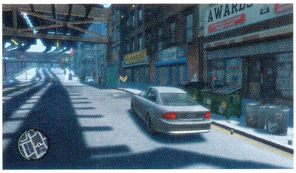
Access the nearby computer, which currently displays a LIESDAMNLIES.NET wallpaper. Access the Web, then click on "Check Mail" to see Minkov's three recently read emails. The latest one, entitled "Meet me" from Vasily, ridicules Minkov for being paranoid and then sets up a meeting outside a jewelry shop on Tulsa Street.

After you log out of Minkov's computer, Niko automatically calls "U.L. Paper" to report what he learned. His handler orders Niko to dispose of Minkov.



Get a vehicle and go to the jewelry store.

Grab a fast car, because a crazy car chase is about to ensue, then follow the yellow GPS route to the destination marker near the jewelry store **(3)** to trigger a cut-scene of Minkov's arrival and sudden departure. The chase is on!



Chase down Oleg's car.

Oleg's got a nice car, so you'd better have some good wheels yourself. Chase him, focusing entirely on staying on his tail in the early going and using your radar when you lose visual contact. He leads you across the Broker Bridge **(4)** into Algonquin island's Chinatown, and then starts ducking up and down alleys between city streets, so the chase gets pretty insane.

Keep chasing without shooting until you reach the Little Italy alleyway **(5)** where Minkov's car knocks down a load of heavy pipes that block your route. Back up hard into the street, turn right, and then chase down Minkov's red radar blip again. This time, open fire; your gunshots now inflict damage on his car.

Take down Oleg.

You may be able to terminate Oleg Minkov by setting his car ablaze, but there's a chance he'll survive, jump out, and flee on foot. First try to run him down with your car. If that doesn't work, you'll have to chase him on foot. Shoot him! After your success, a new "**U**" icon appears on your map and Niko phones the "U. L. Paper" mystery man to report in.

Portrait of a Killer

Main Objectives

- Receive the target's photo from your handler.
- Steal a police cruiser and access its computer.
- Upload the photo into the computer database to ID the target and his hangout.
- Go to the hangout in East Island City and kill Adam Dimayev.

Prerequisites

- Complete "Wrong Is Right."

Fail Conditions

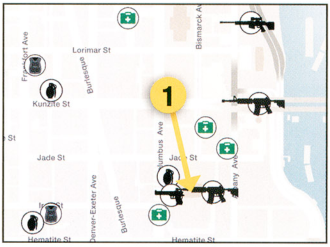
- None other than universal fail conditions (death or arrest).

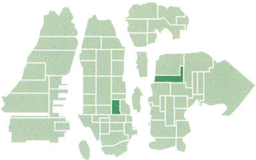
New Elements Introduced

- Photo MMS in police computer.

U. L. Paper

Follow the "**U**" icon to the secret agency's offices. Your mystery handler has another person for Niko to hunt down—an important one, he says. He'll send you a photo via phone shortly and he tells you to get access to a police computer so you can use the extensive police database to track down the target.


Lorimar St
Bismarck Ave
Frankfort Ave
Burlesque
Kunzite St
1
Columbus Ave
St
Jade St
Jade St
Albany Ave
Denver-Exeter Ave
Burlesque
Iron St
Hematite St
Hematite St



Mission

Receive the message and view the target's photo.

You start outside the U. L. Paper building **(1)**. After a few seconds, your handler sends you a text message with the photo of your target attached. You can open the message to view the photo.

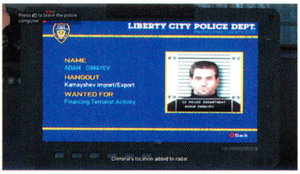
Steal a police car.

Look around for cop cars passing in the street… or just dial 911 to have one "delivered." After you steal the cruiser, drive away until you lose your Wanted Level, then pull over.

POLICE
LCPD

Access the police computer and use it to locate your target.

Press the button indicated to bring up the police computer. Select "Search Police Records," then "Search by Photo." This automatically connects the computer to your wireless phone and brings up the photo of your target. Press the Upload button to start searching the police database. Within seconds, it finds a match: Adam Dimayev, wanted for financing terrorist activity and known to hang out at Kamayshev Import/Export. Press the Locate button to mark his hangout on your radar, then log off the police computer.



Press ◎ to leave the police computer

LIBERTY CITY POLICE DEPT.

PROTECTING LIBERTY CITY

NAME
ADAM DIMAYEV

HANGOUT
Kamayshev Import/Export

WANTED FOR
Financing Terrorist Activity

LC POLICE DEPARTMENT
ADAM DIMAYEV

● Back

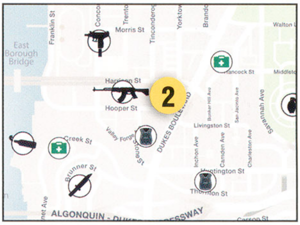
Criminal's location added to radar.

▲ Sniper Plus Ammo

This is a great mission to have a sniper rifle, and plenty of ammo for it. Head to a gun shop if you don't already have this in your arsenal!

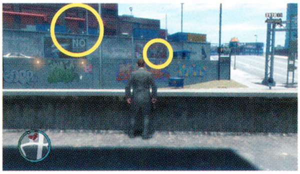
Go to Dimayev's hangout.

Follow the yellow GPS route to the Import/Export company in East Island City **(2)**. Upon arrival, Niko calls U. L. Paper to report "a bunch of guys hanging around." You see them marked as multiple red icons on radar. Your handler tells you to dispose of them all.


Franklin St
Morris St
Tinconderoga
Yorktown
Walton
East Borough Bridge
Hancock St
Middleton
Harrison St
2
Hooper St
DUKES BOULEVARD
Livingston St
Bunker Hill Ave
San Jacinto Ave
Savannah Ave
Valley Forge
Creek St
Stone St
Inchon Ave
Camden Ave
Charleston Ave
Brunner St
Huntington St
Thornton St
ALGONQUIN - DUKES EXPRESSWAY
Carson St

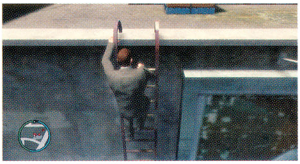
Eliminate Dimayev and all of his guards.

Set up behind the low wall across the street and to the south of your targets, who gather amongst parked cars and stacks of large shipping containers. (It's an Import/Export company, after all.) Look for one group on the lower parking level and another cluster of targets just above the "No Manners Required" sign. Then pull out your sniper rifle and start picking off anybody with a red marker over their head.



You can snipe six or seven of Dimayev's goons from this relatively safe perch. Be patient and carefully scan the multiple levels of the structure with your scope, looking for targets. (Alternate tactic: Approach and toss grenades up into the first-level parking lot. If you hit parked cars, you can get a lot of bang for your buck.) Once the enemy's return fire ceases, cross the street and climb the ramp to the first level, a parking lot.

Climb the ladder (next to the "No Manners Required" sign) to the second level where the shipping containers are stacked. Be ready for combat; several foes unreachable from across the street are posted here waiting for your arrival. Work your way through the containers from left to right.



Once all targets have fallen, round the corner of the last shipping container and look up. Dimayev has retreated to the roof of the gray building behind the power pole; he's up there alone. You can climb up the containers to reach the roof, or you can be more creative and try tossing grenades up at Dimayev. Another option is to flatten against the wall directly underneath him and slowly back up until you see the top of his head, then aim and blow him away. Afterward, Niko calls his "U. L. Paper" contact, who is pleased and informs Niko that "you are that much closer to finding the man you're after."

Main Objectives

- Go to the warehouse in the industrial district.
- Fight your way through Russian mobsters to the top floor.
- Save Roman by killing his kidnapper.

Prerequisites

- Complete "Roman's Sorrow."
- Complete "Have a Heart."
- Complete "Photo Shoot."

Fail Conditions

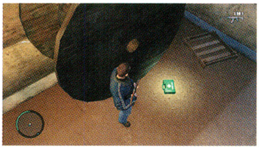
- Shoot or kill Roman.
- Move too close; Roman is executed.
- Take too long; Roman is executed.
- Shoot more than three times; Roman is executed.

New Elements Introduced

- Opens a new safehouse in Algonquin.

▲ Regenerating Health

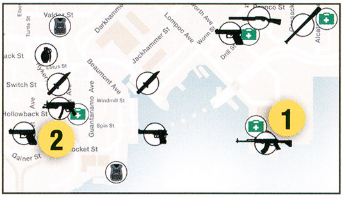
Look for the First Aid Kit in the back-left corner from where you entered. Just follow the low wall through the doorway; the kit is on the floor beside the cable spool. Note that it regenerates, too. Remember that you can return to it again and again during this tough battle.

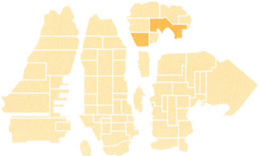


Hostile Negotiation

Roman

At some point after you complete three particular missions—"Roman's Sorrow" for Roman, "Have a Heart" for Elizabeta, and "Photo Shoot" for Playboy X—you get a phone call from Mallorie. She frantically reports that the Russians have kidnapped Roman. They've taken him to a warehouse way up to the northeast, off Lompoc in the Bohan Industrial district. Yes, it's time to bail out your cousin yet again.

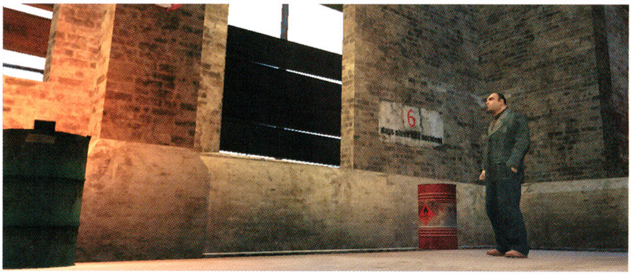




Mission

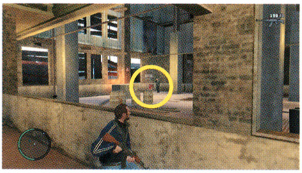
Go to the warehouse where Roman is being held.

Follow the yellow GPS route to the warehouse **(1)** in Bohan Industrial; the destination marker is in a doorway across the yard and around the main building. Enter it to trigger a cut-scene that shows you the basic multi-floor layout of the warehouse. The first shot features a thug smoking a cigarette near a flammable barrel in the back corner. (It's amusing to note the "No Smoking" sign on the wall above him.) You also catch a glimpse of Roman's interrogation. The Russians want him to deliver his cousin (Niko) to them, but he refuses.

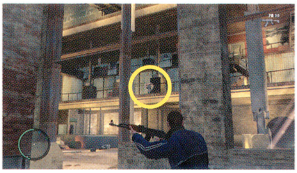


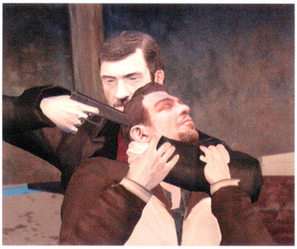
Rescue Roman from the top floor.

Stay crouched and creep along the low wall, moving a few feet past the two guys talking. When you have a clear view of the guy smoking across the room in the back corner, rise up and quickly shoot the barrel next to him to trigger a huge explosion. This takes out that thug and knocks down others nearby, giving you a chance to pop up again and nail them. Stay in cover behind the low wall and methodically pick off Russians one by one on the lower levels.



Roman is the blue blip on your radar; he's upstairs on the top floor. Once you clear out the Russian thugs on the main floor, start picking off targets on the upper levels. You can do this with your sniper rifle from behind the low wall where you entered. Just move back and forth along the wall to spot targets and get better shooting angles. You can snipe several of the shooters from the ground level; just make sure you arrive with enough ammo. Find the carbine rifle in a small room opposite the hallway where you entered. Use these rooms' entry wall as cover and shoot enemies on the second level.





Climb the stairs to the second level and start working your way from pillar to pillar around the area. Look for another First Aid Kit hanging on the wall here. And don't miss the Body Armor on the floor behind two barrels near the foot of the staircase leading up to the third level. Repeat your movement around this level; keep an eye out for the red explosive canisters to shoot.

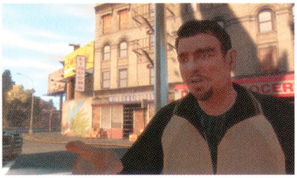
When you finally climb to the fourth level, you've reached the top floor. Watch out for gunmen shooting down through the roof opening. When you fight your way into the last room, the kidnapper rises up with a gun to Roman's head.

Use free-aim to take out the kidnapper and free Roman.

Now you get three shots at the kidnapper. If you miss all three, he will kill Roman. Good luck! Try not to hit your cousin.

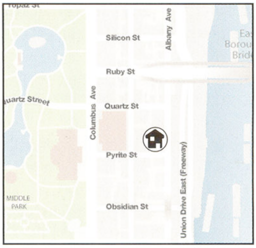
Follow Roman and take him back to the Bohan safehouse.

Follow Roman out of the warehouse. He's marked as the blue blip on your radar. When he reaches the vehicle, hop in and follow the yellow GPS route to drive back to your safehouse **(2)** in Bohan. On the ride there, Roman acknowledges his gambling habit and makes plans to get a new safehouse in Algonquin. Drive into the destination marker to trigger a final scene between the cousins. Roman warns Niko to leave the Russians alone. In response, Niko mentions two names, Florian and Darko…

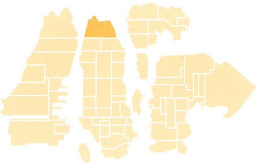


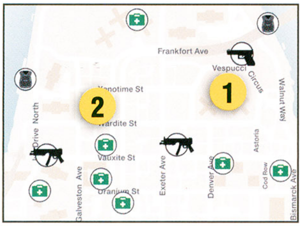
New Safehouse in Algonquin

Shortly after you complete "Hostile Negotiations," Roman calls with news that he's purchased an apartment in Algonquin. This location now appears on your map in Middle Park East as your new safehouse.



The Holland Play





Main Objectives

- Go to either Dwayne's or Playboy X's place.
- Kill the target you've chosen to visit.

Prerequisites

- Complete "Photo Shoot" for Playboy X.
- Complete "Undressed to Kill" for Dwayne Forge.

Fail Conditions

- Dwayne escapes after you enter his apartment, marking him as a red target blip. (This happens if you exit the place and get too far away.)
- Playboy X escapes after you enter his apartment, marking him as a red target blip. (This happens if you exit the place and get too far away.)

New Elements Introduced

- New Friend: Dwayne (only if you kill Playboy X).
- New Random Character: Cherise (only if you didn't kill her earlier in the game).
- Playboy X's apartment granted as a safehouse (courtesy of Dwayne).
- GTA III costume becomes available, but only when changing clothes at Playboy X's apartment.

Playboy X

Some time after you complete both "Photo Shoot" for Playboy X and "Undress to Kill" for Dwayne Forge, you get a phone call from Playboy X complaining about your work at the Bohan strip club (the place you shot up for Dwayne in "Undress to Kill"). Later, you get a second call from Playboy X; he's got big problems and wants you to stop by his crib right away. Soon the "**X**" map icon reappears; follow it to Playboy X's place, then move into the destination marker.

Playboy X describes his community-oriented plan for building a better future… a future built on capital derived from dope dealing. It's an interesting contrast to Dwayne Forge's darker and more realistic view of the world. Playboy X wants Dwayne dead, and he lays out a convincing case for this. When the cut-scene with Playboy X ends, you've completed a "mission" and get the save screen.

Later Dwayne calls. Guess what? He wants Niko to take out Playboy X. Looks like Niko's caught in the middle of another turf war, with no good or easy solution. He tells Dwayne he has to think about it.

Playboy X will call shortly after the call from Dwayne. This phone call puts two new red map icons in place: an "**X**" and a "**D**."

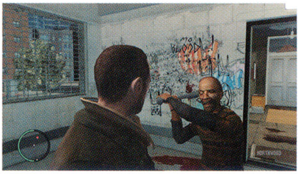
Mission

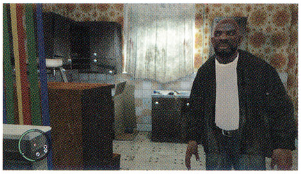
Make your choice—DWAYNE or PLAYBOY X.

The red "**D**" marks Dwayne's apartment **(1)** and the red "**X**" marks Playboy X's apartment **(2)**. Choose the guy you want to kill, then go to the destination marker at his pad. This one is no easy choice.

To take down Dwayne:

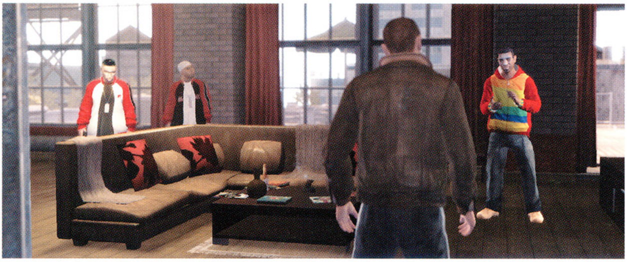
Follow the "**D**" icon to Dwayne's building. Step into the destination marker to trigger a cut-scene. When it ends, gun down Dwayne's bat-wielding homie, then find Dwayne in his decrepit kitchen and gun him down with a pistol for a cinematic execution.



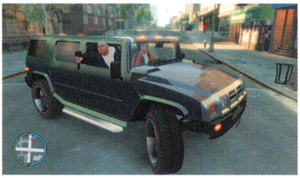


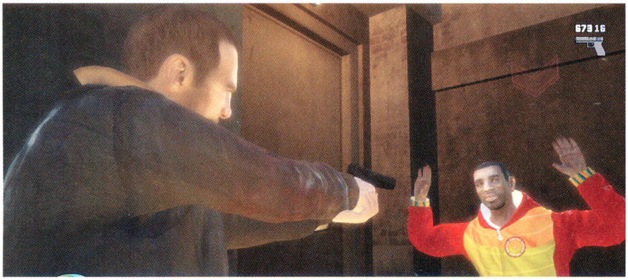
To take down Playboy X:

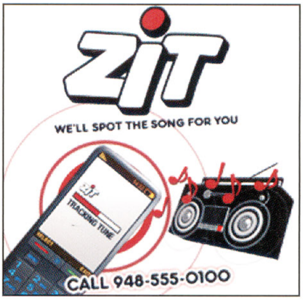
Follow the "**X**" icon to Playboy X's building. Step into the destination marker at the front entrance to trigger a cut-scene: Niko confronts Playboy X and his crib full of homies. When the sequence ends, gun down Playboy X's four homies in the apartment, then run out the back door onto the roof to see Playboy X hop over to the next roof.

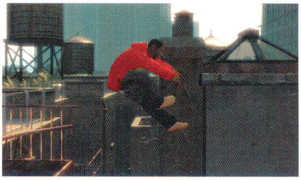


Follow Playboy X across the roof and down the stairs. When you get outside, follow the red blip across the intersection. Watch out for more gunmen in a big Patriot SUV that tries to cut off your route. Just fire at them and they'll take off. Stay after Playboy X, who has ducked down an alley just past the Campbell & Callan Fence Company storefront on the right-hand side of the street. Playboy X gets cornered in the alley. The door is locked and he runs out of ammo. You must execute him to end the mission. For a cinematic execution, use a pistol.









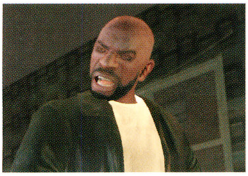
Friendship Activities Unlocked: Dwayne

After completing "The Holland Play," reply to Dwayne's email to unlock his Friendship… if you don't kill him, of course. Keep in touch with Dwayne and meet up for his favorite activities to make him like you more. If he likes you enough (i.e., your "Dwayne Like" stat rises above 75%), he can provide you with a very valuable service—a pair of well-armed homies for backup firepower during missions. (See Dwayne's Friend Profile on the next page for all the details.)

Random Character Unlocked: Cherise

Completing "The Holland Play" adds another Random Character to the map, Cherise—but only if you didn't kill her back in "Ruff Rider." (If you did kill her, she's quite unavailable.) Always keep an eye out for blue Friend map icons. When you spot one, approach the person indicated to trigger an interaction.

FRIEND PROFILE: DWAYNE



Friendship with Dwayne, which is activated by positively replying to his email, can unlock his Special Ability, but this relationship does not count toward the 100% completion of the game. These are the five activities you can do with him:

ACTIVITIES

- Bowling
- Drinking
- Eating
- Show
- Strip Club

DETAILS

Wake Time:
11:00am – 3:00am (18 hrs.)

Like Factor:
☺ Special Ability unlocked at 60%
☹ Drop off at 30%

Food Preference:
Cluckin' Bell or any high-end restaurant.

Nightspot Preference:
Club Liberty in Northwood.

Special Ability: Backup
Call Dwayne and he'll send a couple of well-armed homies, who will follow you and fight enemies.

Random Character: Cherise

You first meet Cherise at the beginning of the Dwayne's mission, "Ruff Rider." This scenario gave you the choice to either kill or spare Cherise when her boyfriend, Dwayne, catches her red-handed with another lover. If you let her live, you have the chance to run into her again at the Cluckin' Bell in Northwood Algonquin.

Prerequisites

- Complete Dwayne's mission "Ruff Rider" and spare Cherise's life.
- Complete Playboy X's mission, "The Holland Play."

Fail Conditions

- Cherise dies.
- Niko dies.
- You get busted.
- Boyfriend escapes.

Mission

Pick up Cherise.

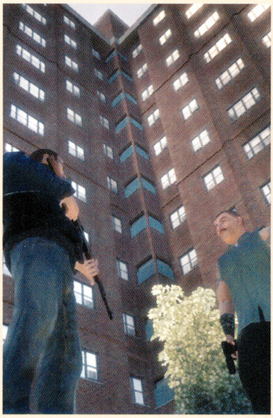
Through the reunion you learn that Cherise's new boyfriend is beating on her. She doesn't want you to kill him, but just rough him up a bit. Get a car and pick up Cherise, then follow the yellow blip on the radar to the northernmost apartments in Northwood Algonquin, just a few blocks from the Cluckin' Bell where you found Cherise. Park in the nearby parking lot, then get out of the vehicle.

Go and talk to Cherise's boyfriend

Talk to Cherise's boyfriend.

Follow the nearby red blip on the map to Cherise's boyfriend in the apartment courtyard. You'll find him on what appears to be skateboard ramps. During your conversation, you'll notice he pulls out a weapon that matches the one you're holding. If you aren't holding one, he remains weaponless. So, go in unarmed. You can always switch to a gun if things go badly.

You can begin beating on him during the conversation. If you just knock him around, you can complete the fight when one segment of health remains in his status bar. This is the humane way of finishing the mission—beat him up to teach him a lesson. Or, you could just take him out.



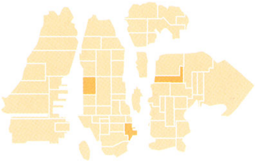
Talk to Cherise.

The mission is completed whether you decide to maim or kill the boyfriend. The only thing that changes is how Cherise reacts when you return to her. Follow the blue blip back to Cherise and complete the mission. There's no wrong or right way to end this and she doesn't provide any more missions. If Dwayne is alive, he calls you soon afterward and jealously asks if you and Cherise are going out.

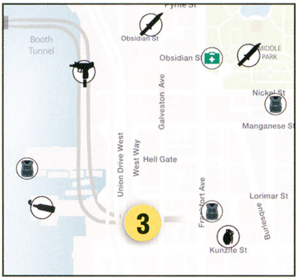
POLICE
LCPD
3359

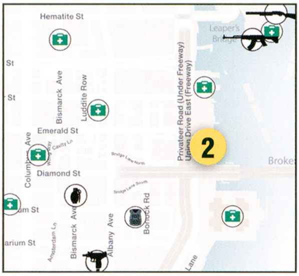
Harboring a Grudge

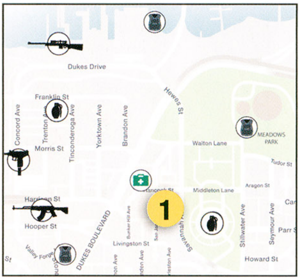
Packie McReary



After Packie gives you a call about doing work together, a "**PM**" icon appears on your map on Savannah Avenue in the Meadows Park area. Go to the destination marker at that spot to visit the cheery McReary household and open the first Packie McReary mission. Here Niko has the pleasure of meeting Packie's sister, Kate, and also Mrs. McReary, the matriarch of the family. Once the womenfolk are gently ushered out, Packie gets right down to it: He wants Niko to help him take care of some "business" at the Algonquin docks.


Booth Tunnel
Obsidian St
Obsidian St
Middle Park
Nickel St
Manganese St
Galveston Ave
Union Drive West
West Way
Hell Gate
Frankfort Ave
Lorimar St
Burlesque
Kunzite St
3


Hematite St
Leaper's Bridge
Bismarck Ave
Luddite Row
Emerald St
Columbus Ave
Diamond St
Privateer Road (Under Freeway)
Union Drive East (Freeway)
Bismarck Ave
Albany Ave
Broker
2


Dukes Drive
Hewes St
Franklin St
Concord Ave
Trenton
Ticonderoga Ave
Yorktown Ave
Brandon Ave
Morris St
Meadows Park
Walton Lane
Tudor St
Aragon St
Middleton Lane
Harrison St
Hooper St
Dukes Boulevard
Livingston St
Stillwater Ave
Seymour Ave
Howard St
1

Main Objectives

- Go to the warehouse with Packie and climb to the roof.
- Gun down gangsters so you can steal their drug-filled truck.
- Drive the truck to the lockup in Westminster.

Prerequisites

- Complete "Have a Heart" and "Call and Collect."

Fail Conditions

- Packie is killed.
- Truck is destroyed.

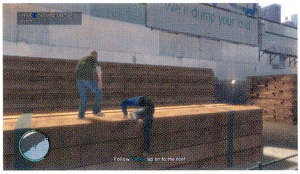
Mission

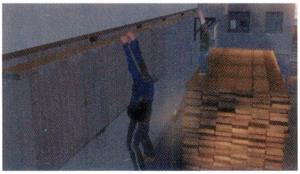
Go to the harbor warehouse.

Hop in a car or taxi and wait for Packie to join you. From Packie's place **(1)** in Meadows Park, head to the warehouse **(2)**. On the way, Packie explains that his brother, Gerald, got a heads up from an Italian fellow named Ray Boccino about an incoming shipment worth good money. If Packie can take possession of the haul, Boccino will take a cut as a finder's fee. When you arrive and walk into the yellow destination marker, Packie lays out his plan to keep watch for the shipment from the warehouse roof.

Follow Packie.

Packie is now the blue blip on your radar map. Just follow his lead. First, proceed around to the back of the building and climb the lumber stacks. Jump and grab the strip of the wood frame running underneath the "RS Haul" sign, then shimmy to the right along the strip until you reach the opposite wood stack.

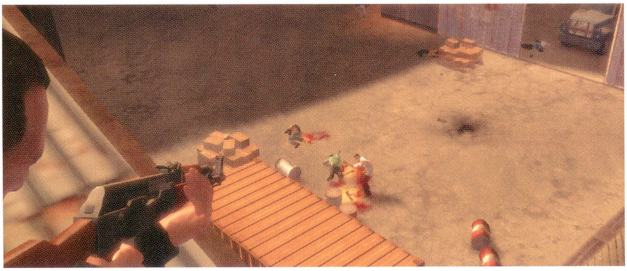




Next, jump and grab the air duct on the wall and pull yourself up onto it. From there, you can climb up onto the warehouse rooftop. When you reach Packie, another cut-scene plays. Watch the dealmakers gather as the boat arrives with the shipment—according to Packie, boxes of cloned medications. Packie's new plan is to take the truck below after it's loaded with the goods.

Steal the truck.

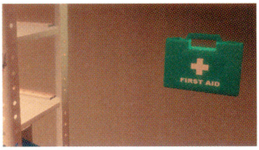
You can snipe the Triad gang members from the roof or hop down and take them out from the ground. Either way, your goal is to thin out their ranks enough so that you and Packie can take the truck without getting killed. Several gunmen shoot at you out in the yard, but a number of them also take up posts inside the large loading garage where the truck is parked. Note that it's not necessary to wipe out the *entire* gang in order to steal the truck, but it certainly makes things easier.



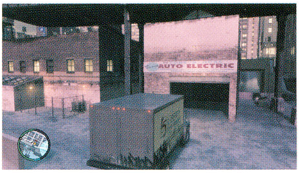
Once you finally make it into the truck, drive away quickly and follow the yellow GPS route to get out of the docks area. Packie tells you to head for Ray Boccino's lockup **(3)** in Westminster, off of Union Drive West. Get ready for a wild ride.

First Aid Kit

Don't miss the First Aid Kit inside the garage's back office—it's hanging on the wall next to one of the utility shelves.

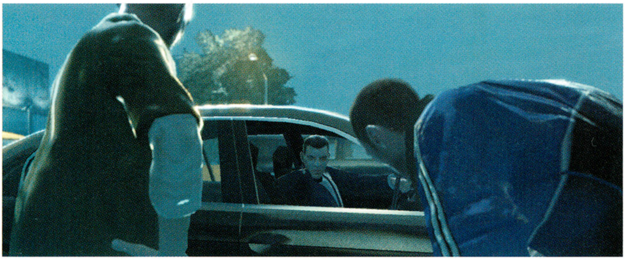


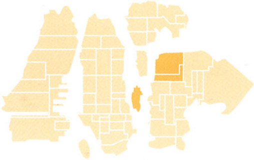
Go to the lockup.


AUTO ELECTRIC

Follow the yellow GPS route to the lockup, but get ready for attacks from carloads of the Triad gangsters, who follow you. Packie fires back at them, but you can also cycle to grenades or find them in the truck and toss them at your pursuers. When you finally reach the lockup, don't worry about finishing off your attackers. Just pull right in to end the mission.

Afterward, you meet Ray Boccino, who is impressed enough with Niko's work to say, "I might give you a call sometime."





Waste Not Want Knots

Packie McReary

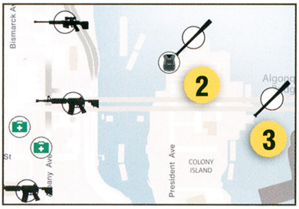
Follow the "**PM**" icon back to the McReary house in Meadows Park to meet Packie again, who is distributing a fearsome arsenal of weapons to his crew. The plan is to hit a Mafia-owned establishment, and Niko agrees to join the posse. Packie, Niko, and two of Packie's men head out.

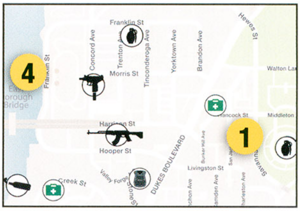
Main Objectives
- Drive Packie's crew to the waste depot on Colony Island.
- Fight your way inside and nab the cash bag.
- Escape the area with Packie via boat.

Prerequisites
- Complete "Harboring a Grudge."

Fail Conditions
- Packie or either of his men dies.

New Elements Introduced
- Boats.
- Opens Ray Boccino missions.
- Kate McReary available for dating.


2
3
President Ave
COLONY ISLAND


Franklin St
Concord Ave
Trenton Ave
Ticonderoga Ave
Yorktown Ave
Brandon Ave
4
Morris St
Walton La
Middleton
1
Hooper St
DUKES BOULEVARD
Livingston St
Creek St

Mission

Find a four-door car and drive to the waste depot.

You need a four-door car to fit all four of you. Once you find a suitable vehicle and the crew hops in **(1)**, drive it to the Mafia-controlled waste management plant under the Algonquin Bridge on Colony Island. On the way, Packie explains that the operation just got a big cash payoff, another tip courtesy of Ray Boccino. He also talks about the Pegorino crime family that runs things in Alderney. And you hear some McReary family history, including some choice bits about Packie's brother Francis (known as "Frankie" to his family).

When you finally arrive at the destination marker in the parking lot **(2)**, drive into it to trigger a quick scene in which Packie lays out the plan: the money is in an office in the plant's main building, and there's a boat out back for the getaway.

Get inside the depot.

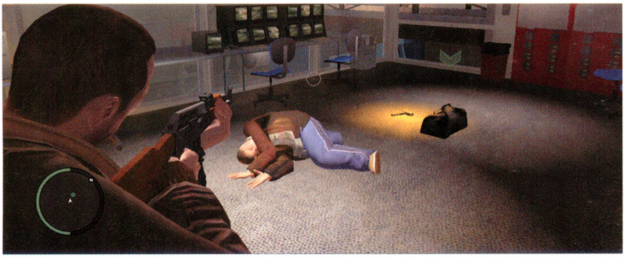
A green icon marks the money's location in the plant. Climb over the two sets of fences with Packie's crew and open fire on the depot's Mafia guards. The yard is filled with stacks and crates useful for cover. Don't be too passive in this fight; you don't want Packie or the others to fall, and they're drawing plenty of fire. If you don't take the initiative, one of your crew will die and you'll fail the mission. Use grenades to weed out well-covered enemies. Note the First Aid Kit on the ground near the door too.

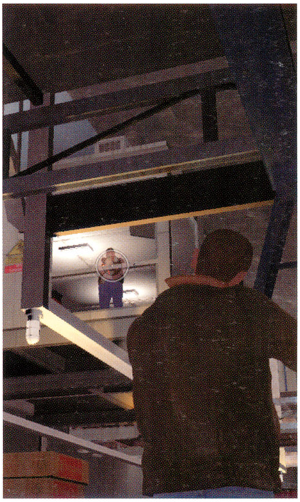
Eliminate all of the enemy gunmen. When the last one falls, Packie declares it's time to go inside and find the money.

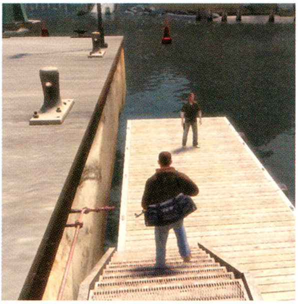
Get the cash from the office.

Enter the double-door entry and immediately duck into cover behind the low striped barrier to the right. Packie and the others lay down covering fire for you. Help them pick off a few more Mafia goons from the striped barrier, then lead the way across the plant floor. Watch out for gunmen on the upper levels.

Fight your way up the stairs and follow the walkway to the raised office. Nab the bag of cash on the office floor. (It has the green marker over it.) Niko slings the bag over his shoulder.







Meet up with Packie outside the depot.

Fight your way downstairs to the back doors—the ones on the opposite side of the building from where you entered, on the left side. These lead out to the waterfront. Packie orders his boys to cover your retreat, then joins you in escape. (Nice leadership skills there.)

Swim out and get in the boat.

Hop right into the water and swim out to the dinghy **(3)** marked by the blue radar icon, not far from the dock. Wait until Packie joins you in the boat, then open the throttle and head for "safety" (marked as the yellow map icon).

Get Packie back to safety.

Proceed north, heading under the East Borough Bridge for the destination marker in the water **(4)**; it's up in Steinway at the end of a long, narrow pier extending from Franklin Street. Pull the boat into the marker to complete the mission. Shortly afterward, you get a text message from Packie telling you to get a suit and some nice shoes for his next mission.

Girlfriend: Kate McReary

After you complete "Waste Not Want Knots," Packie McReary calls to suggest that Niko ask out his sister, Kate. Kate is then available for dating until she dies or you choose to take the money in the Finale Mission. She is awake from 8:00am to 12:00am.

Cars she likes:	Rebla, Patriot, Comet, Habanero, Super GT.
Cars she dislikes:	Peyote, Voodoo, Sultan RS, Moonbeam, Solair, Stretch
Niko clothes she likes:	Russian (low style).
Niko clothes she dislikes:	Modo (mid style), Perseus (high style), Hats, Glasses.

We've provided data tables listing Kate's opinions about various date venues. Each "Opinion" is quantified in a scale from 0 to 100, where 0 means she deeply despises the venue, 100 means she insanely loves the venue, and 50 means she thinks of the place as average.

Note that these are Kate's *initial* opinions. Each time you take her to a specific place, her opinion of it drops by 5, and her opinion of all similar places drops by 1. (Example: If you visit a Burger Shot in Bohan her opinion of that place drops by 5, and her opinion of all other Burger Shots drops by 1.) When her opinion of a place drops below 25, she refuses to go there anymore.

Venue: Food	Opinion
Any Cluckin' Bell	50
Any Burger Shot	50
Any Diner	60
Pizza This	60
Mr. Fuk's Rice Box	50
Superstar Café	50

Venue: Drinking	Opinion
Comrades Bar	60
Steinway Beer Garden	70
Lucky Winkles	70
Jerkov's	50
Club Liberty	50

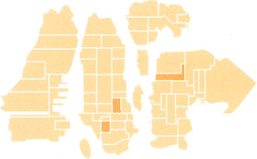
Venue: Activity	Opinion
Bowling	0
Darts	80
Pool	80
Strip Club	0

Venue: Shows	Opinion
Perestroika (Cabaret)	0
Split Sides (Comedy)	0

◎ New Mission Strand Opens!

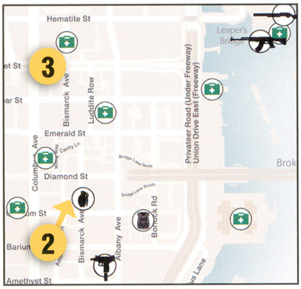
At the end of "Harboring a Grudge," Niko meets Ray Boccino, and soon after gets a call from him with an offer for work. Ray's "RB" icon now appears on the radar map. You can meet him at Drusilla's in Little Italy and then try "A Long Way to Fall," the first of a series of missions for Ray Boccino.

Three Leaf Clover



Packie McReary

Wear a suit and nice shoes, then follow the "**PM**" icon back to the McReary homestead to meet another pair from the brood—Packie's brothers, Gerald and Derrick, just back from the old country. Packie's buddy, Michael, is there, too. After hearty greetings all around, Gerry wishes you luck (sort of) and the rest of your team hit the street. This time, your target is the Bank of Liberty, southern Algonquin branch.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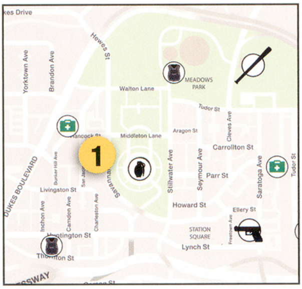
Bismarck Ave
Luddite Row
Emerald St
Columbus Ave
Cavity Ln
Wong Way
Diamond St
Bridge Lane North
Bridge Lane South
um St
2
Barium
Bismarck Ave
Albany Ave
Bollock Rd
Privateer Road (Under Freeway)
Union Drive East (Freeway)
Leaper's Bridge
Brok
us Lane
Amethyst St


kes Drive
Hewes St
Yorktown Ave
Brandon Ave
Walton Lane
MEADOWS PARK
Tudor St
Cleves Ave
Aragon St
Middleton Lane
Hancock St
1
Carrollton St
Savannah
Stillwater Ave
Seymour Ave
Parr St
Saratoga Ave
Tudor St
DUKES BOULEVARD
Bunker Hill Ave
San Jacinto
Livingston St
Howard St
Ellery St
Inchon Ave
Camden Ave
Charleston Ave
Huntington St
STATION SQUARE
Freetown Ave
Lynch St
Thornton St
SSWAY

✪ Mission

Go to the bank.

You start outside the McReary home **(1)** in Meadows Park. Grab another four-door car and wait for Packie, Derrick, and Michael to join you inside. Then follow the yellow GPS route to the targeted bank **(2)**, located down in the Chinatown district of Algonquin.

Main Objectives

- Rob the Bank of Liberty branch with the McRearys.
- Fight your way through police barricades on foot to the subway.
- Escape via the subway.
- Lose your Wanted Level and drive back to Ma McReary's.

Prerequisites

- Complete "Waste Not Want Knots."

Fail Conditions

- Packie or Derrick dies.
- Michael dies (only during drive to bank).

New Elements Introduced

- Opens the Gerry/Derrick McReary missions.
- New Friend Activities: Packie.
- Completing this mission unlocks Alderney Island.

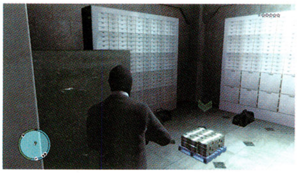
▲ Stock Up on Grenades

For this particular mission, be sure to stop by a gun shop and supplement the luck of the Irish with as many grenades as you can purchase and carry.

▲ Dwayne's Backup

Once Dwayne becomes a good friend, you can call him to send backup. This comes in the form of two gangsters that will follow you through thick and thin and shoot at your enemies. Even if they don't take out many targets, they create a great diversion that takes the focus of enemy fire off you. Give it a try; this is a great mission to phone in a favor.

On the way, Packie lays out the plan. Niko's given job is to "handle" the employees and get to the bank vault with Derrick, who will plant PE4 (*not C4!*) explosive on the door to blow it open. Then Niko and Michael grab the cash while the McRearys handle crowd control. When you finally arrive at the bank branch on Columbus Avenue, pull into the destination marker on the street to trigger a long and dramatic cut-scene in which the team loses Michael.

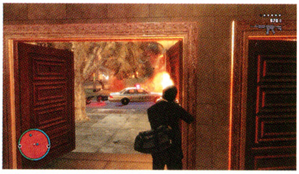


Go down to the vault and get the money.

The cash is the green blip on your map. Run through the blown door, descend the stairs, and follow the corridor into the vault. Note that you now have a five-star Wanted Level. Approach the money to trigger a short cut-scene; Niko gathers the money and brings it upstairs in three bags. Then you see the grim scene outside. A veritable army of cops and N.O.O.S.E. units are swarming into position around the bank.

Follow Packie and Derrick.

Use the center wall section between the two main doors for cover. Manually aim your M4 at the back row of two cop cars. They blow up, taking several more cops with them. Now Packie takes the lead, heading up and down alleys in the neighborhood, each crawling with cops.



Take your movement cues from the McRearys. When Packie and Derrick move into a street or alley, get out in front of them and clear the way. Another cue: Note the red blip locations on your radar map. The cops marked in red are clustered in the way of your designated escape route, and you must kill them *all* in order to continue on in the correct direction to the next alley or street. Don't get too far away from the McRearys or you fail the mission. The first alley on your escape route is immediately to the right as you exit the bank.

▲ Incendiary Cruisers

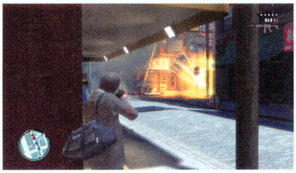
Toss a grenade under every police cruiser you see to get the added blast radius from the exploding vehicle.

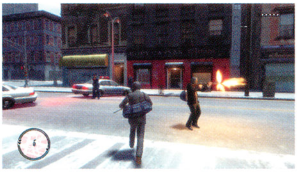
▲ Focus on the Red Blips

You face an army of cops in this mission, but you don't have to target them all. The McRearys follow a designated escape route, but they won't move from the current area to the next until all of the cops with red markers overhead (marked as red blips on your radar map) are eliminated. Once the last "red blip cop" goes down, Packie and Derrick hustle ahead to the next street or alley.

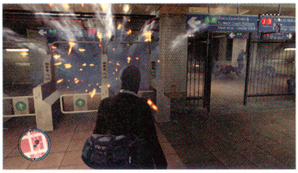
Clear out the cops.

Keep checking your radar map to see how many red blips are remaining in each street or alley you enter. When the last blip disappears, get ready to run with the McRearys to the next street. Eventually, you reach a dark alley that triggers a cut-scene of a police helicopter moving in overhead. Packie keeps his head and comes up with a good chopper-evasion plan—escape via the subway tunnel.



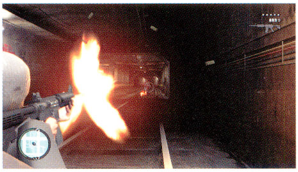


Follow Packie and Derrick through the subway.



Hustle downstairs to the subway gate, but watch out for a pair of state troopers just around the second corner on the right. When you reach the McRearys, move around the gate area, clearing out all the red radar blips, using grenades if necessary. Or make a mad dash and run and gun to clear the cops from behind the pillars.

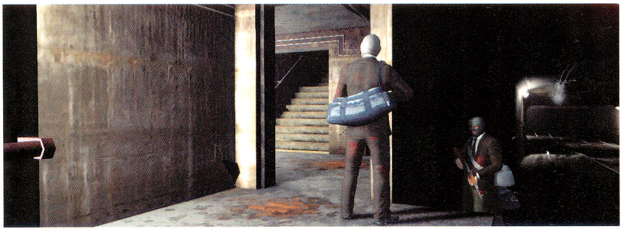
Watch for the agents coming up the right set of stairs. Stand ready to gun them down one at a time as they climb the stairs. When the last one drops, Packie and Derrick advance downstairs to the train platform.



Look for four more tough N.O.O.S.E. cops arriving downstairs on the opposite platform. Again, drop all of the red-blipped targets; when the last one falls, Packie leads you down the tracks along the train tunnel. Follow him! Sprint down the tracks, swiveling now and again to pick off cops giving chase.

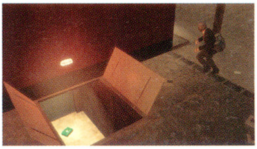
Go to the service hatch and get to street level.

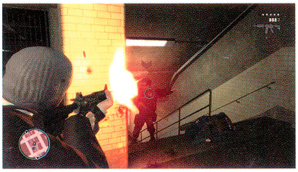
Eventually, you reach the service hatch down the tunnel. Follow the yellow radar blip to the service hatch, and follow it to the staircase that runs up to street level. If you need health before you reach the streets again, explore the rooms off the stairwell to find a First Aid Kit.

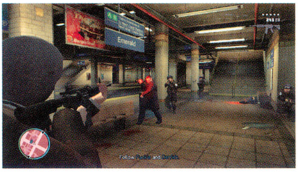


▲ First Aid!

A First Aid Kit is stashed down in the cellar of an alley, just off the street where you face your third batch of cops. Look for the double-cellar doors that are pulled open and hop downstairs to nab the health. (You can see it on our mission map, between Diamond and Emerald Streets.)







◎ New Mission Strand Opens!

During "Three Leaf Clover," Niko meets Gerald (yet another McReary brother). Soon after completing the mission, you get a call from Gerry with "a little business opportunity." Gerry McReary's "GM" icon now appears on the radar map. You can meet him at Ma McReary's house in Meadows Park... the marker is at the back entrance. Now you can try "Actions Speak Louder Than Words," the first of a two-mission series for Gerry.

Find a four-door car and drive to Packie's Ma's house.

When you finally hit the street, immediately hop in the Huntley Sport SUV **(3)** parked by the pay phones to your right as you run out of the subway tunnel. Wait for the McRearys to join you, then drive away like a bat out of hell to lose your three-star Wanted Level. Try setting a waypoint on the nearset Pay 'n' Spray. Once you get free of the cops, continue to the destination marker outside the McReary home back on Savannah Avenue in Meadows Park **(1)**.

FRIEND PROFILE: PACKIE

Joining Packie for the following activities goes toward 100% completion of the game.

ACTIVITIES

- Bowling
- Darts
- Drinking
- Pool
- Show
- Strip Club

DETAILS

Wake Time:
3pm – 6am (15 hrs.)

Like Factor:
☺ Special Ability unlocked at 75%
☹ Drop off at 30%

Food Preference:
Burger Shot, Pizza Stack, Pang.

Nightspot Preference:
Donnie's Bar.

Special Ability: Car Bombs
Call Packie and ask him to get a car bomb ready. You can pick up the explosive and plant it on a car, then use your phone to detonate it.

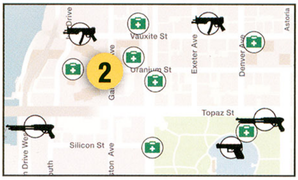
Friendship Activities Unlocked: Packie

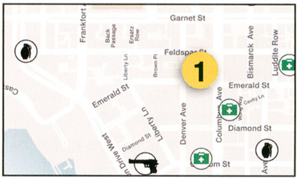
This mission unlocks your friendship status with Packie McReary. Keep in touch and meet him for his favorite activities to get him to like you more. If Packie likes you enough—i.e., your "Packie Like" stat rises above 75 percent—he can prepare car bombs for you, making it considerably easier to take out certain hard-to-hit targets.

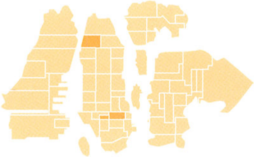
A Long Way to Fall

Ray Boccino

You met Ray Boccino briefly at the end of Packie McReary's "Harboring a Grudge" mission. Now he wants you to do some work for him. Follow the "**RB**" map icon to Drusilla's Ristorante Italiano in the Little Italy area of Algonquin. Step into the marker outside to trigger your first official meeting with Ray. He wants Niko to take out a "friend" who isn't paying up what he owes. Teddy Benevidez lives in a project on Galveston near Uranium.







Main Objectives

- Go to the Westminster Tower projects.
- Intimidate the gangster out front into revealing info.
- Fight your way up to Teddy's apartment on the top floor.
- Chase Teddy up to the roof and kill him.

Prerequisites

- Complete "Waste Not Want Knots."

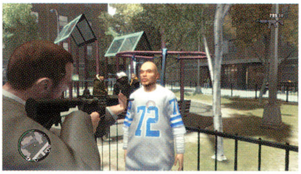
Fail Conditions

- Alonzo dies before you get Teddy's location.
- Move away from Alonzo before getting Teddy's location.
- Leave the projects and drive away.

Mission

Go to the projects on Galveston.

From Drusilla's **(1)**, catch a taxi or drive the yellow GPS route to your destination—the west side projects called Westminster Towers, up on Galveston **(2)**. On the way, you get a text message from Ray. He attaches a photo of a guy named Alonzo, one of Teddy's goons; he's wearing a sports jersey with the number 72. Ray suggests you be "persuasive" if you talk to Alonzo. When you arrive, step into the destination marker.



Find and intimidate Alonzo.

Proceed toward the towers. When you see the Alonzo (wearing the same number 72 jersey), walk toward him to trigger a cut-scene—Niko asks about Teddy's apartment, but Alonzo "don't know no Teddys." When you regain control, pull a gun and point it at Alonzo or beat him up unitl he has one bar of life left. He immediately tells you Teddy's up on the top floor, Apartment 151K, and mentions that the elevator doesn't go that high. Then he runs off.

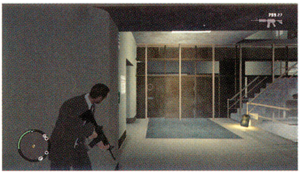
▲ No Warning for Teddy

If you gun down Alonzo, he can't warn Teddy of your approach.

Take the elevator to the 20th floor.

Go inside the tower up ahead and find the elevator by following the green radar blip. Approach the elevator buttons, then press the button indicated onscreen to call the elevator. When it arrives, ride it up to the 20th floor. During your ascent, a cut-scene shows Alonzo warning Teddy B. of your approach. (You can avoid this advanced warning if you gun down Alonzo right after you get Teddy's apartment info.)

Go to Teddy Benevidez's apartment.

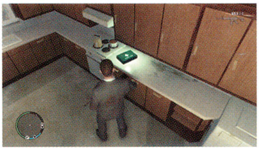


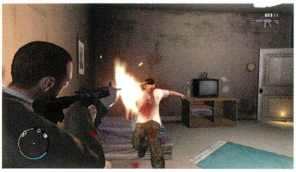
If Alonzo is alive and he tipped off Teddy, then Teddy's goons await your arrival on the 20th floor; some are just around the corner to your left as you step off the elevator. Gun them down and toss a grenade into the short hallway just ahead to the right to nail two more goons.

Move carefully around the corridor to the stairwell; as the game says, Teddy's goons are everywhere in this building—they're around almost every corner. You'll have to fight your way up two more floors to his apartment now. When you finally reach Teddy's room, step into the destination marker just outside his door.

▲ 21st Floor First Aid

Look for a First Aid Kit in the short hallway on the 21st floor, one level up from where you get off the elevator. There's another kit on the counter in Teddy's kitchen.



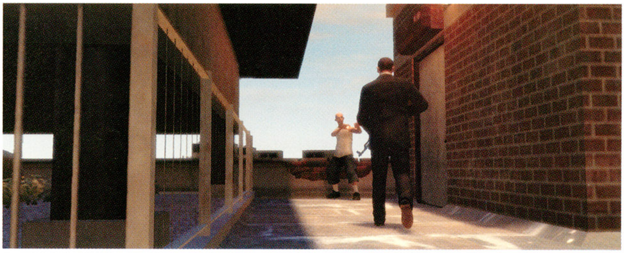


Search Teddy's apartment.

Three of Teddy's goons open fire from back doorways as you enter the room. Take them out and proceed down the back hall. When you reach the closed door, Teddy slams it open into Niko's face and makes a run for it.

Take out Teddy Benevidez.

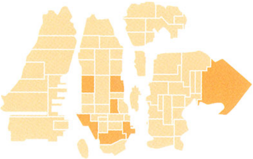
You should be mad now. Follow the red blip to chase down Teddy. He makes a run for the roof, so climb the stairs to stay on his tail. Watch out for three more goons posted along the way, including one out on the rooftop. Follow the red blip to find Teddy unsuccessfully trying to open another roof door. Shoot him to trigger the mission-ending cut-scene.

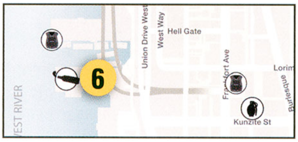


Dust Off

U. L. Paper

Follow the "**U**" icon back to the U. L. Paper building. Niko's handler needs someone neutralized who's moving a lot of terrorist-related cash, but he wants to track the target's movements first. He sends Niko to Albany Avenue in Lancet to wait for instructions.

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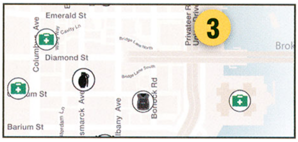
Union Drive West
West Way
Hell Gate
Frankfort Ave
Lorim
Burlesque
Kunzite St
EST RIVER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Emerald St
Cavity Ln
Diamond St
Columbus Ave
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Bridge Lane South
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Union Drive
Brok
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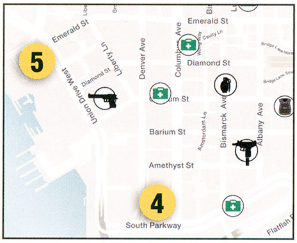
Barium St
Bismarck Ave
Albany Ave
Bohock Rd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4
Emerald St
Emerald St
Cavity Ln
Liberty Ln
Diamond St
Diamond St
Union Drive West
Denver Ave
Columbus Ave
Bridge Lane North
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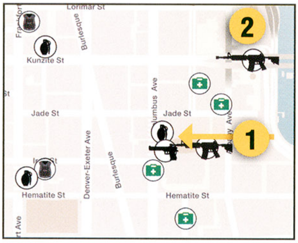
um St
Barium St
Amsterdam Ln
Bismarck Ave
Albany Ave
Amethyst St
South Parkway
Flatfish P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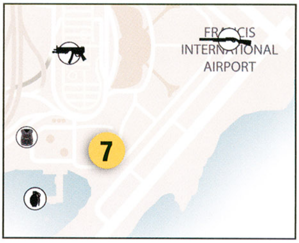
Frankfort
Burlesque
Kunzite St
Columbus Ave
Jade St
Jade St
Albany Ave
Denver-Exeter Ave
Burlesque
Hematite St
Hematite St


7
FRANCIS INTERNATIONAL AIRPORT

Main Objectives

- Find and follow the designated helicopter around Algonquin.
- Take control of the helicopter after it lands.
- Fly the helicopter to the airport cargo area.

Prerequisites

- Complete "Portrait of a Killer."

Fail Conditions

- Spook the thugs on the helipad before helicopter lands.
- Lose the helicopter.
- Helicopter is destroyed.

New Elements Introduced

- Helicopters.

Mission

Get a vehicle and go to the Civilization Plaza.

At the U. L. Paper building **(1)**, find a fast car and follow the yellow GPS route toward the destination marker under the bridge ramp near Civilization Plaza **(2)**. As you get closer, your contact calls; he tells you a helicopter is about to take off from the plaza and "we need to get hold of it." Then he gives you further instructions. Continue to the plaza and drive into the destination marker to trigger a scene—the chopper lifts off.

Follow the helicopter to its destination.

Your task now is to follow the helicopter until it touches down. Here's where the fast car pays off; the route takes you completely around the perimeter of the Algonquin island. The chopper starts out heading south along the riverfront **(3)**, roughly following the Union Drive East freeway down into The Exchange. It veers west along South Parkway **(4)**, curving back up north again past City Hall along Union Drive West **(5)**, across Kunzite Drive, and then left toward the West River where it prepares to land on a pier **(6)**.

Let the helicopter land, then steal it.

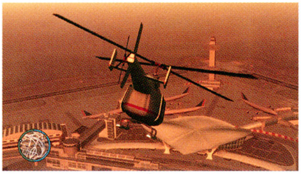
Keep following the chopper's radar blip, but don't drive too close to the landing site while the blip is still red; you don't want to spook the pilot. Wait until the craft is vacated; when its radar blip turns blue, then you can make your move. A number of gunmen guard the area, so pick off some from afar with your sniper rifle, then move in to eliminate whoever is left. Board the helicopter using the same controller button as you would to enter a car, and then accelerate to lift off.

Fly to the dropoff point on the south side of the airport.

Follow the onscreen instructions for flying, then bank the craft and follow the yellow radar blip guiding you to Francis International Airport **(7)**. Roman calls Niko in mid-flight; the cousins have an amusing exchange that includes an interesting follow-up text message. When you reach the airport, you get another onscreen direction. Keep following that map blip!

Land the helicopter in the cargo yard.

Lower the chopper onto the yellow destination marker to trigger the arrival of agents who take over the craft and fly off. Niko automatically calls U. L. Paper and learns that this chopper will soon be at his disposal… and he'll need it to reach the man he's been looking for.



▲ Next Assignment

Note that the "U" icon doesn't reappear on the map after you complete "Dust Off." You still have missions to complete for United Liberty Paper, but you must wait until your handler contacts you via cell phone for the next assignment.

Paper Trail

Main Objectives

- Find the helicopter in Northwood and fly it to Middle Park.
- Tail the targeted chopper until it gets out over water.
- Maneuver so that Little Jacob can shoot down the target with his RPG.
- Return Little Jacob safely to a helipad in Fishmarket South.

Prerequisites

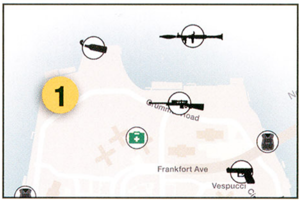
- Complete "Dust Off."

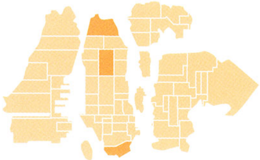
Fail Conditions

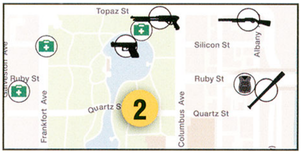
- Target chopper escapes.
- Your chopper is destroyed.
- Miss the window of opportunity to hit the target.
- Little Jacob is killed.

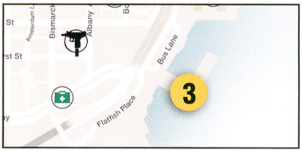
U. L. Paper

Some time after you complete "Dust Off," you get a phone call from your agency handler. He sends you to a prepped and waiting chopper (the one you stole back in "Dust Off") on Grummer Road in Northwood. You learn that Little Jacob will be riding shotgun with you on this wild ride. Your target: another chopper, carrying a person of interest, now in Varsity Heights. You also get this directive: No civilian casualties.


1
Grummer Road
Frankfort Ave
Vespucci Cir




Topaz St
Silicon St
Albany
Galveston Ave
Ruby St
Frankfort Ave
Quartz St
2
Columbus Ave
Ruby St
Quartz St


St
Amsterdam L
Bismarck
Albany
Bus Lane
3
Flatfish Place

✪ Mission

Meet Little Jacob at the salvage yard off Grummer Road.

Follow the yellow GPS route to your waiting helicopter in a salvage yard **(1)** at the northern tip of Algonquin island. When you arrive, Little Jacob is waiting in the co-pilot's seat. Hop in the craft. This triggers a short cut-scene that identifies the target in his chopper, hovering near Middle Park **(2)**.

Follow the target and wait for an opportunity to take down the helicopter.

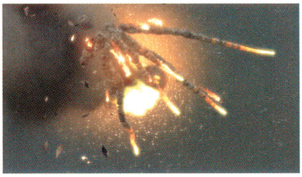
You're told to follow him and wait for the right opportunity to bring him down. When the scene ends, you gain control of your craft in the salvage yard and learn that your chopper has a rocket launcher in the back. Little Jacob reminds you that you must attack him in an unpopulated area.

Fly south and locate the target chopper.

Lift off and head due south, following the red blip on your radar. After you spot him, stay on his tail as he veers through skyscraper canyons and tunnels.

Don't let the target get too far away.

The easy approach is to stay higher than the buildings and bridges to avoid accidents; let your target do all the fancy flying while you just hover above him. (Of course, you pick up bonus points if you fly under bridges.) Stay behind until the target gets out over the water.

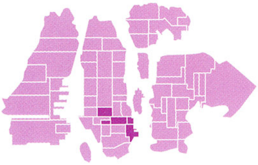


Get close and move to the right of the target chopper to give Little Jacob a shot.

Follow these onscreen instructions. When you swing to the right of the target chopper and pull closer to him at roughly the same altitude, Little Jacob can launch rockets at it. The target swings out in a wide arc over the water, but eventually it will bank back over the cityscape and you lose your window of opportunity to blast it out of the sky.

Drop Little Jacob at the helipad near Union Drive East.

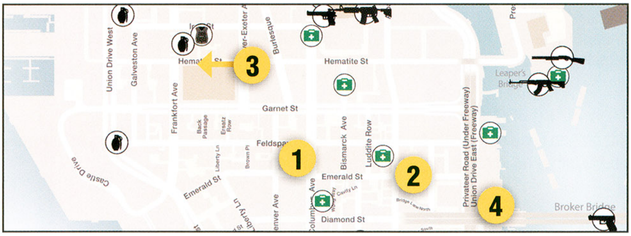
When Little Jacob finally nails the target with his rocket launcher, follow the yellow blip on radar to a helipad on the T-shaped pier **(3)** in Fishmarket South. Land the chopper in the destination marker to successfully complete the mission. Afterward, Niko calls the U. L. Paper man and reports the job done. In return, he promises to look for the man you seek; he'll call when he has news.



Taking In the Trash

Ray Boccino

Follow the "**RB**" icon to Drusilla's to meet Ray Boccino. Ray's happy with Niko's previous work and gives him a new and very important task: picking up garbage. But not just any garbage. This garbage has "ice" in it—diamonds. There's a garbage truck with three guys waiting for you on Feldspar between Columbus and Denver.


Union Drive West
Galveston Ave
Frankfort Ave
Hematite St
Garnet St
Feldspar
Burlesque
Bismarck Ave
Luddite Row
Emerald St
Diamond St
Columbus Ave
Denver Ave
Liberty Ln
Brown Pl
Back Passage
Ersatz Row
Castle Drive
Privateer Road (Under Freeway)
Union Drive East (Freeway)
Leaper's Bridge
Broker Bridge
1
2
3
4

Main Objectives

- Drive the garbage truck to the two pickups.
- Get the truck safely back to the drop-off in Fishmarket South.

Prerequisites

- Complete "A Long Way to Fall" and "Three Leaf Clover."

Fail Conditions

- Attack Ray's men before picking up the garbage truck.
- Garbage truck is destroyed.
- Any of Ray's men die.

Mission

Go and pick up the Trashmaster.

Follow the blue blip just around the corner to your right until you find the Trashmaster, a garbage truck, in an alley **(1)**. Like Ray said, three guys are waiting there, too—Luca, Tunafish, and Johnny Spaz. In a cut-scene, Luca introduces you to the group and gives you a uniform.

Make the first diamond pickup in Chinatown.

Get in the truck and follow the yellow GPS route to the destination marker **(2)** in Chinatown; you have two riders hanging on the back. On the way, Luca tells you that Ray's girl (the one strung out on speed) is associated with The Lost biker gang, and they're stealing diamonds for Ray.

When you reach the marker, wait while Tuna and Johnny make the pickup. Then press the button indicated onscreen to open up the trash compactor. Luca tells you that the next pickup is on "H" (for Hematite) Street.

Drive to the second diamond pickup.

Follow the yellow GPS route to the next marker **(3)** and let the guys make their pickup. Open the compactor for them again. After they toss in the bags, a hostile-looking car appears in a cut-scene and gives chase. Luca tells you to drive to Fishmarket South.

Go to the drop-off in Fishmarket South.

Follow the yellow GPS route to the drop-off garage **(4)**. You must make good time or the pursuers will inflict too much damage, but driving recklessly will destroy the truck. Avoiding damage also gives Tuna and Johnny a better chance of surviving.

Go to the drop-off in Fishmarket South.

Meltdown

Ray Boccino

Follow the "**RB**" map icon to Drusilla's for another meeting with Ray Boccino. He's got a little problem. Turns out Luca and the heavies who helped you pick up the garbage in "Taking In the Trash" did a little skimming off the top of the ice. Now they've got a little problem of their own. It's called Italian vengeance… implemented by a Serbian killer loan shark. Luca hangs out in Castle Gardens. Go find him.

Main Objectives

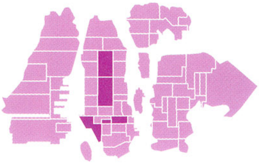
- Find Luca's gang and follow them by car.
- Hunt down Luca's men in Middle Park.
- Find Luca in the restroom and kill him.
- Return the diamonds to Ray Boccino.

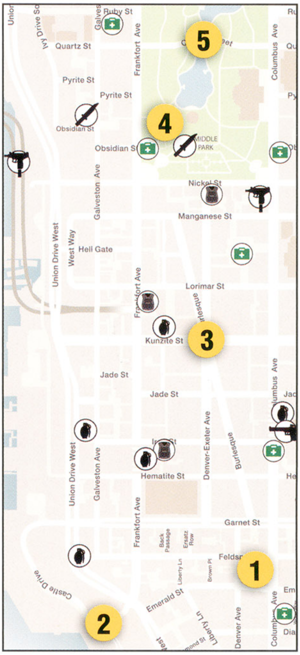
Prerequisites

- Complete "Taking In the Trash."

Fail Conditions

- Any of the targets escape.
- Lose Luca in the chase.
- Blow up Luca's car during the chase.

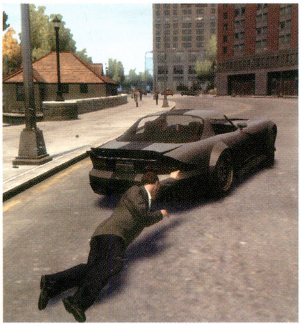



5
4
3
2
1
Ruby St
Quartz St
Pyrite St
Obsidian St
Middle Park
Nickel St
Manganese St
Hell Gate
Lorimar St
Kunzite St
Jade St
Hematite St
Garnet St
Feldspar St
Emerald St
Castle Drive
Frankfort Ave
Galveston Ave
Union Drive West
West Way
Burlesque
Denver-Exeter Ave
Columbus Ave
Denver Ave
Liberty Ln
Back Passage
Ersatz Row
Brown Pl

Mission

Go to Castle Garden City.

From Drusilla's **(1)**, follow the yellow GPS route a short distance to the destination marker **(2)** on the street in the waterfront district of Castle Garden City. This triggers a scene in which Niko confronts Luca, Johnny, Tuna, and a fourth passenger to demand the ice back. (Note the innocent fellow behind them, rummaging through the trunk of his Banshee.) Then Luca's gang peels out in their car trying to escape.



Chase down Luca's gang, but don't kill Luca!

Steal the swift Banshee (the one with the open trunk) just behind where Luca's car was parked and get right on Luca's tail. You need Luca alive to get the diamonds back, so you can't just shoot and destroy his car. Instead, follow them as they speed up Castle Drive; turn onto Union Park West, heading north; turn right on Hematite, then left on Denver-Exeter Avenue and then veer slightly left onto Burlesque at the crossover **(3)**.

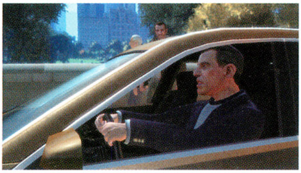
Finally, they turn left on Manganese, right on Frankfort, and speed north past the park. When Luca's car reaches Middle Park, it veers off into the grassy field **(4)**, triggering a cut-scene. You see them spin wildly out of control and crash; then Luca's crew hops out and starts running through the park.

Take down the gang.

Drive right to the crash **(5)**, then get out and hunt down and kill each of the gangsters marked as red blips on your radar. They hide and wait for you, so you can take your time and be methodical. Use a sniper rifle if you have one. The first target cowers behind a pillar out in the plaza, and the other two hunker downstairs under the arches to the right. None of these three guys is Luca, so go ahead and nail all three.

Find Luca in the restroom.

Follow the yellow radar blip into the public restroom. Luca hides in one of the stalls, and all of the doors are locked. Go down the row of toilets, shooting each door open until you find Luca. (His stall is randomly chosen.)



Kill Luca and pick up the diamonds.

Gun down Luca and grab the diamonds (green marker over them). Niko automatically checks in with Ray to set up a meeting on the Middle Park bridge for the handover.

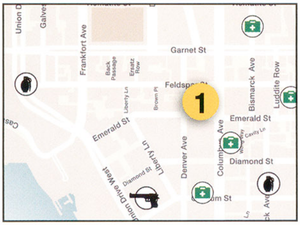
Meet Ray on the bridge.

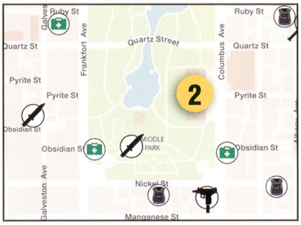
Follow the yellow marker to the Quartz Street bridge over the park lagoon. Niko gives the diamonds over to Ray.

Museum Piece

Ray Boccino

Follow the "**RB**" map icon to Drusilla's **(1)** where Ray Boccino is getting anxious about sitting on two million dollars worth of hot ice. He wants Niko to take care of the sale, but Niko's tired of being an errand boy. He demands something in return; he wants Ray to find Florian Cravic, the man Niko has been seeking since his arrival in Liberty City. Boccino gives his word and Niko is off to the Libertonian.

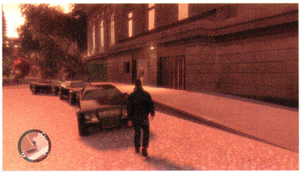

Garnet St
Frankfort Ave
Back Passage
Ersatz Row
Liberty Ln
Brown Pl
Feldspar St
1
Bismarck Ave
Luddite Row
Emerald St
Emerald St
Denver Ave
Columbus Ave
Cavity Ln
Diamond St
Liberty Ln
Diamond St
Union Drive West

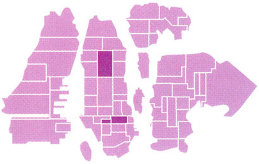

Ruby St
Ruby St
Quartz St
Frankfort Ave
Quartz Street
Columbus Ave
Quartz St
Pyrite St
Pyrite St
2
Pyrite St
Obsidian St
Obsidian St
MIDDLE PARK
Obsidian St
Galveston Ave
Nickel St
Manganese St

Mission

Meet Johnny at the Libertonian's side entrance.

The Libertonian **(2)** is the world-famous museum on the eastern edge of Middle Park. Johnny is The Lost gang biker you worked with before in "Blow Your Cover." He's now the blue blip on your map, so follow the blue route to where he's waiting at the museum's side entrance. This triggers a cut-scene; the deal goes down… and then quickly goes bad. (Johnny sure has bad luck with his business transactions.) But then someone ambushes the exchange, setting off alarms. Johnny takes the money and runs. But who has the diamonds?





Main Objectives

- Provide backup for Johnny in his sales meeting with Isaac's gang at the Libertonian.
- Once things go bad, fight your way out of the museum.
- Escape or fight off the pursuing cars.

Prerequisites

- Complete "Meltdown."

Fail Conditions

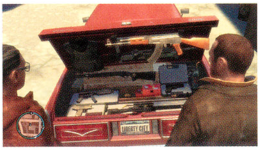
- Johnny or Isaac dies.

New Element Introduced

- Combat pistol.

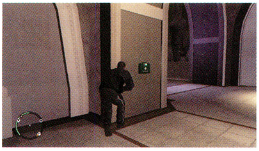
▲ Anti-Crowd Measures

This is another fight against large clusters of foes. Stock up on grenades and get some Body Armor at the gun shop (or from Jacob) before you go to the Libertonian.



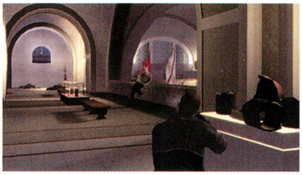
▲ Health x2

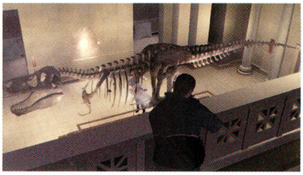
Keep an eye out for the First Aid Kit hanging on the upper level wall, near the side hallway leading to the staircase. There's also another one on the wall just before you exit the building via the service doors.

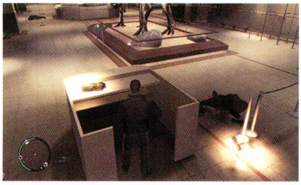


Escape the Libertonian.

The yellow blip marks the museum exit you want, and as the icon shows, it's a level below your starting position in this wild shootout. You must fight your way across the upper level to the staircase leading down to the main floor, then exit via the service doors. Look for gunmen behind pillars and exhibit podiums as you move around the upper level. Proceed to the railing and pick off as many exposed targets down below as you can while you're up here. Toss grenades at groups of gunmen if possible.







When you finally head downstairs, don't miss the Body Armor, a welcome sight atop the desk near the bottom of the staircase. Then work your way across the main floor. There may still be a few enemies you couldn't hit from upstairs in the halls on each side of the room. Exit via the double-doors under the smaller dinosaur's tail. This leads to a storage room full of crates. Fight your way to the back stairs and go down to the service exit. (Don't miss the First Aid Kit just before you step outside!)

Lose Isaac's crew.

Isaac's gang is set up outside, behind a row of three black cars. Roll a couple of grenades toward the vehicles, then clear out any survivors.

Step out onto the porch and use your sniper rifle to shoot the driver in the black car parked across the street. This is one of a couple carloads of enemies you must eliminate.

Hop in one of the black cars and drive toward the street. Two carloads of enemy gunmen (only one if you took one out in the alley) are waiting; their cars have extra armor, so it's not easy to destroy them with drive-by gunfire, but it can be done. They chase you if you drive off, so you're better off dealing with them right away. Unfortunately, this firefight will most likely attract a Wanted Level, so cop cars eventually join the fray.

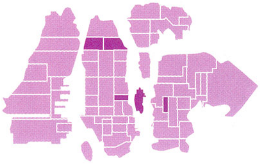
Lose your Wanted Level.

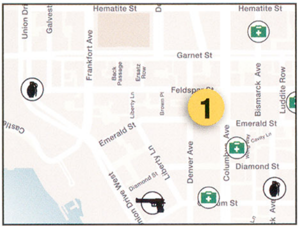
Once you've eliminated both red-marked carloads of Isaac's gunmen, punch the accelerator and erase your Wanted Level to complete the mission.

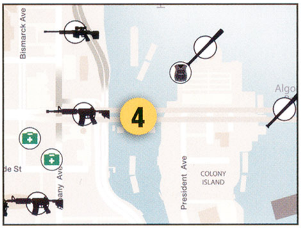
No Way on the Subway

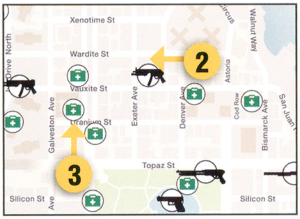
Ray Boccino

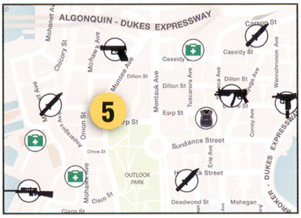
Follow the "**RB**" to your regular Ray Boccino meeting place at Drusilla's in Little Italy. Niko walks into a meeting between Ray and Phil Bell, another Italian mobster type. Relations with the biker gang are strained and the missing money is a sore issue. Phil and Ray want Niko to "calm down" the bikers; Phil says they're causing trouble on the corner of Vauxite and Exeter. That's your first destination.




Hematite St
Garnet St
Frankfort Ave
Feldspar St
1
Emerald St
Bismarck Ave
Luddite Row
Denver Ave
Diamond St
Columbus Ave
Union Drive West
Liberty Ln


Bismarck Ave
4
President Ave
COLONY ISLAND
Algo


Xenotime St
Wardite St
2
Vauxite St
Uranium St
3
Exeter Ave
Galveston Ave
Denver Ave
Astoria
Cod Row
Bismarck Ave
Walnut Way
San Juan
Topaz St
Silicon St


ALGONQUIN - DUKES EXPRESSWAY
Carson St
Cassidy St
Dillon St
Mohawk Ave
Munsee Ave
5
Earp St
Montauk Ave
Tuscarora Ave
Sundance Street
Onion St
Chicory St
OUTLOOK PARK
Deadwood St
Mohegan Ave
Wenrohronon Ave
Coney Ave
DUKES EXPRESSWAY
BROKER

Main Objectives

- Find and chase two bikers from The Lost gang through streets and subway tunnels.
- Kill both bikers.

Prerequisites

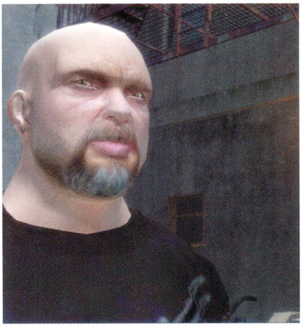
- Complete "Museum Piece."

Fail Conditions

- The bikers escape.

New Elements Introduced

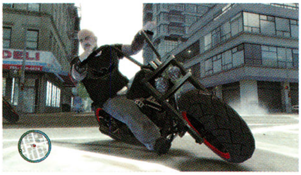
- Unlocks the "Weekend at Florian's" mission.

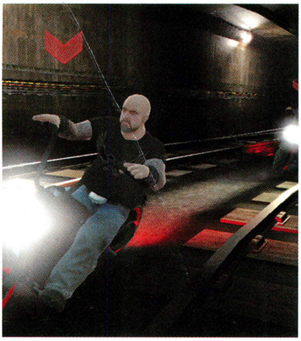


Mission

Go to where members of The Lost are hanging out.

From Drusilla's **(1)**, follow the yellow GPS route to the corner **(2)** in East Holland where the bikers are gathered. Proceed into the destination marker to trigger a cut-scene; the bikers taunt Niko and take off.

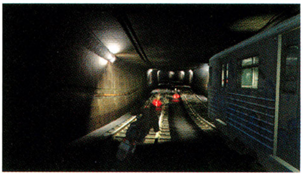




Chase and take out the bikers.

Hop aboard the motorcycle marked in blue and follow the zigzagging bikers, the two red blips on your radar. Just stay close for now, until they descend into the subway **(3)**.

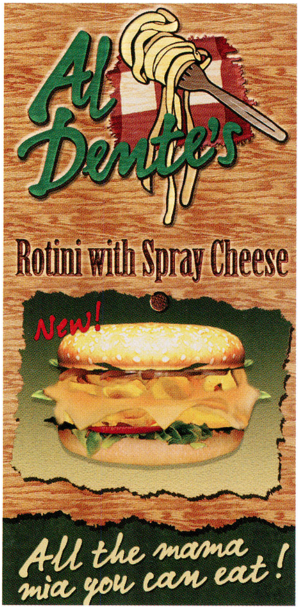
Follow the bikers through the subway system.

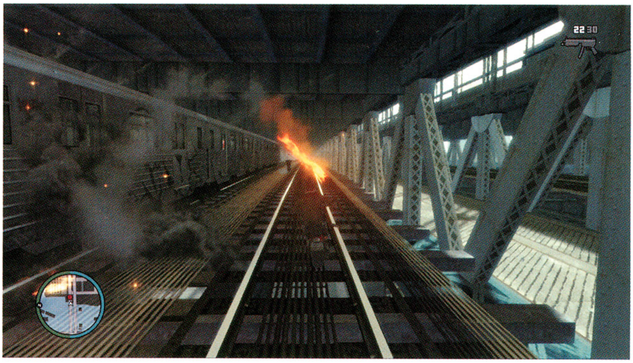


Drive right into the marker to fly off the street and onto the tracks below, then swivel around 180 degrees and follow the bikers along the tracks into the tunnel. Try pulling off a 180 in the air as you drop to flip around in the right direction. Use drive-by shooting on the fleeing targets, but keep your primary attention on steering—it's tricky controlling a bike on train tracks, and passing subway trains complicate the chase.

You can gun down one of the bikers in the subway tunnel, but not both—the surviving one leads south, underground through a couple of platform stations and then eventually east out across the Algonquin Bridge **(4)**.

Here's where your gunfire can start damaging him. If you don't nail the biker on the bridge, at the far end, he veers left onto the bridge's walkway. Then he gets off the bridge and starts zigzagging through the streets **(5)**. Keep chasing and firing! You'll gun him down sooner or later.


Al Dente's
Rotini with Spray Cheese
New!
All the mama mia you can eat!



◎ Mission Unlocked: "Weekend at Florian's"

Shortly after you complete "No Way on the Subway," you get a call from Ray Boccino. Ray reports that a guy named Talbot Daniels over in the Triangle might know something about Florian Cravic, the man Niko's been looking for.

Weekend at Florian's

Ray Boccino

After you complete "No Way on the Subway," Ray Boccino realizes he owes Niko a big-time favor. If you've also completed "Hostile Negotiation," Ray throws Niko a bone now; he calls with info about a guy over in the Triangle named Talbot Daniels, who might know about Florian Cravic, the man Niko has been looking for in Liberty City. Niko then calls his cousin, Roman, for backup.

Main Objectives

- Pick up Roman.
- Find Talbot Daniels in the Triangle and follow his directions to Florian Cravic's place.

Prerequisites

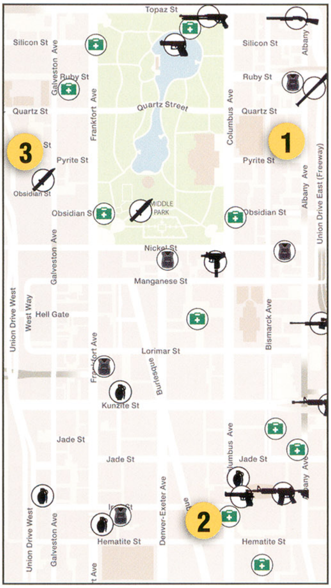
- Complete "Hostile Negotiation."
- Complete "No Way on the Subway."

Fail Conditions

- Roman dies.
- Talbot dies before the destination marker for Florian's apartment appears on the map.
- Stray too far off Talbot's directions.

New Elements Introduced

- Opens the Bernie Crane missions.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Galveston Ave
Ruby St
Frankfort Ave
Quartz Street
Columbus Ave
Silicon St
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St
Pyrite St
1
Pyrite St
Obsidian St
Obsidian St
Middle Park
Obsidian St
Albany Ave
Union Drive East (Freeway)
Nickel St
Galveston Ave
Manganese St
Union Drive West
West Way
Hell Gate
Bismarck Ave
Frankfort Ave
Lorimar St
Burlesque
Kunzite St
Jade St
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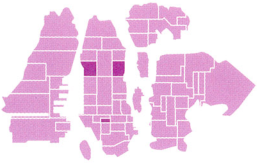
Hematite St
Union Drive West
Galveston Ave



Mission

Pick up Roman.

Follow the blue GPS route to pick up your cousin **(1)** in Middle Park East. You'll find him waiting on the sidewalk near the corner of Pyrite and Albany. Pull up and let Roman get in the car.

Go and see Talbot.

Follow the yellow GPS route to the area where Talbot hangs out in The Triangle district **(2)**. The cousins talk during the ride. Roman says he knows Talbot from his card games. When you arrive at the destination marker, watch the cut-scene: Niko and Roman intimidate Talbot into revealing that Florian Cravic lives somewhere uptown.

◎ New Mission Strand Opens!

Shortly after you complete "Weekend at Florian's," Niko gets a call from Bernie Crane (the former Florian Cravic), asking you to stop by his place. Bernie's "BC" icon now appears on the radar map. You can visit him at his apartment in Middle Park West and try "Hating the Haters," the first of a series of missions for Bernie Crane.

Get a four-door car.

MIDDLE PARK WEST

Jack a four-door (there's an unlocked one right across the street), let Roman and Talbot get inside, and start driving uptown (north). Talbot will give directions on a turn by turn basis until you get to what he calls "Bernie's place" **(3)** in Middle Park West on Ivy Drive South. You can also use our mission map to drive directly to this location.

Find Florian.

Pull into the destination marker on the street and watch the long cut-scene of Niko's agitated invasion of Florian Cravic's apartment. Florian Cravic has now become "Bernie Crane" in a bold attempt to leave his past behind, something Niko cannot seem to do. And now, it appears the finger of blame is pointed in a new direction—at someone named Darko Brevic…

Actions Speak Louder Than Words

Main Objectives

- Pick up a bomb and plant it on the Ancelotti's car.
- Follow the rigged car to the meeting in a Northwood factory.
- Detonate the bomb and gun down any remaining mobsters.

Prerequisites

- Complete "Three Leaf Clover."

Fail Conditions

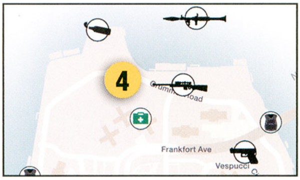
- Spook, damage, or lose the Ancelottis during the tail.
- Attack the Ancelottis before triggering the bomb.
- Destroy the Ancelottis' car.

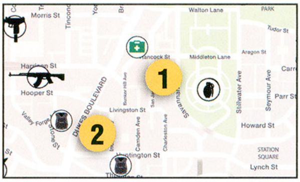
New Elements Introduced

- New Random Characters: Marnie, Ivan (if still alive) and Eddie Low.

Gerry McReary

Follow the "**GM**" map icon to the destination marker at the back entrance of Ma McReary's house in Meadows Park. Gerry meets Niko with whiskey and bitter complaints, but he likes the Serbians' work so he has more. He wants Niko to plant an explosive device in Tony Black's car, then detonate it with a cell phone. The bomb's ready in an alley off of Inchon Avenue.


4
Frankfort Ave
Vespucci


Morris St
Walton Lane
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Aragon St
Middleton Lane
Hancock St
Hooper St
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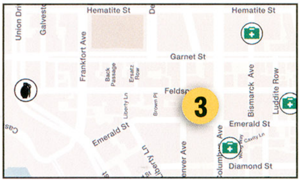
Parr St
Howard St
Station Square
Lynch St
Huntington St


Hematite St
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Union Dr
Galveston
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Garnet St
Back Passage
Ersatz Row
Liberty Ln
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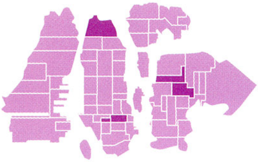
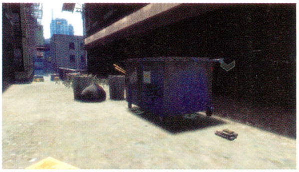
Bismarck Ave
Luddite Row
Emerald St
Emerald St
Cavity Ln
Denver Ave
Columbus Ave
Diamond St



✪ Mission

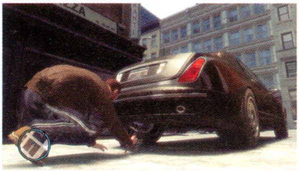
Pick up the bomb on Inchon Avenue.

From the McReary house **(1)**, follow the green route to the bomb **(2)**, which is hidden behind a dumpster in an alley off Inchon Avenue in Cerveza Heights. Once you pick up the explosive (green marker above it), Niko calls Gerry for more instructions. Gerry explains that the Ancelottis and the Albanians are meeting in Little Italy. Tony Black's car is parked in an alley off Feldspar Street. Then he lays out the rest of the plan, which ends with "make sure no one walks away."



Go to the Ancelottis' car and rig it with the bomb.

Follow the blue GPS route to Tony Black's car in the Little Italy alleyway **(3)**. When you reach the vehicle, approach its trunk and press the button indicated onscreen to plant the bomb. Note the yellow blip that now appears on radar. Park your vehicle in the yellow destination marker across the street from the rigged car to trigger a cut-scene. Watch as Big Tony and his crew get into their car and drive away.

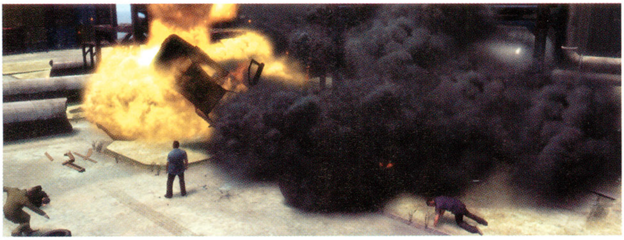


Follow the Ancelottis to the meeting.

Follow the rigged car, which now appears as a red blip on your radar. As you might expect, mobsters are very wary of other vehicles following them, so remain a discreet distance away. Their zigzag route leads you clear up north to an industrial area off Grummer Road **(4)**. When you get there, a cut-scene plays of the Ancelottis' arrival at the plant.

Go to a safe point and detonate the bomb.

Follow the yellow blip to another destination marker and drive into it to get your next directive: Call Gerry to detonate the bomb. Bring up your cell's phonebook and select Gerry, then "Detonate". *Boom!* Watch the fireworks, then hop out of the car.



▲ Packie McReary Phone Bombs

Once you're able to establish the Packie Friendship activities and have time to hang out with him, he'll offer you cell-phone-activated car bombs. You can then plant bombs on cars that are used as getaway vehicles in many of the missions where that's the scenario.

◎ **New Mission Strand Opens!**

Shortly after you complete "Three Leaf Clover," Packie McReary calls Niko to ask a favor: he wants Niko to check in on his brother, Derrick, who is in a bad way. He's been hanging out in an Acter district park over in Alderney. This puts a "DM" icon on the map. Follow it to pick up your first mission for Derrick McReary, "Smackdown."

Take out the remaining Ancelottis.

Use your radar to spot the surviving mobsters and gun down all of them. Use a sniper rifle from the bombing position for maximum efficiency. Then escape the area quickly and lose your Wanted Level. Just tear down the dirt road to escape the wanted zone. When Niko calls to report success, Gerry asks Niko to come see him about "step two of the plan."

Random Characters Unlocked: Marnie, Eddie Low, & Ivan

"Actions Speak Louder Than Words" introduces two new characters onto the map, Eddie Low and Marnie, with whom you can interact. And if you spared Ivan's life back in "Ivan the Not So Terrible," he becomes a new Random Character too. Keep an eye out for their blue Random Character icons as you move about Alderney.

Random Character: Marnie

Prerequisites

- Complete Packie McReary's mission, "Three Leaf Clover."

Fail Conditions

- Niko dies.
- Marnie dies.
- You get busted.

First Encounter

Marnie is strung out on a park bench in Alderney City. She's facing the large fountain in the park. When you find her, she begs for money or drugs, and offers a lot of herself for next to nothing. She's young and has fallen victim to the streets. Niko feels sorry for her and agrees to take her to the dealer for a fix.

Mission

Take Marnie to her dealer.

Take Marnie on a long trip to her dealer, following the GPS route on the radar. Marnie is a delightful, albeit messed up, character and has plenty of entertaining things to say along the way. You'll end up empathizing with her by the time you drop her off. Take her to the destination marker in the alley beside the LOMBANK on Boyden Avenue. Niko gives her a little cash and sees her off.

Prerequisites

- Complete Packie McReary's mission, "Three Leaf Clover."
- Complete "Marnie: First Encounter."

Fail Conditions

- Niko dies.
- Marnie dies.
- You get busted.

Second Encounter

The second time you see Marnie, she's in Varsity Heights leaning up against a building on a corner. She screwed up bad this time. She crossed a john and now thinks he's going to kill her. Niko, feeling sorry for her again, agrees to take her to the train station to flee the city and get back home to her family.

Mission

Take Marnie to the station.

Get a vehicle, then pick up Marnie and follow the yellow blip and GPS route to the train station in Easton. This is a simple, feel-good task. Just enjoy the ride and the dialog. Drop her off at the station to complete the mission. Good deed done. That should help balance your body of work.

Random Character: Eddie Low

Prerequisites

- Complete Packie McReary's mission, "Three Leaf Clover."
- Eddie is found between the hours of 10pm and 4am.

Fail Conditions

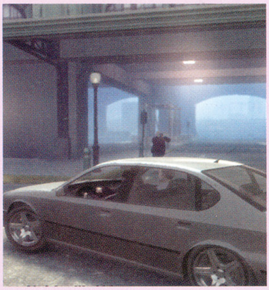
- Niko dies.
- Eddie dies.
- You get busted.

First Encounter

You'll find Eddie at the mouth of an alley in Alderney City, Alderney. He's one of the most colorful characters in the game… if you consider black and gray colors. He keeps the creep factor down just enough to allow Niko to agree to take him and his suspect bag back to the docks.

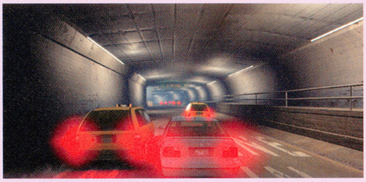
Mission

Get Eddie to the docks.



If you took a cab to find Eddie, then there's a car right across the street at the AutoEroticar dealership. Jack a vehicle and pick up Eddie. Follow the GPS route to the docks, also in Alderney City. When you pull into the target marker, Eddie says he'll be right back—he's "dropping the kids off."

Take Eddie to Westminster.



After Eddie deposits the bag in the river, take him to Westminster in Star Junction. Follow the yellow blip on the radar to the 60 Diner, while enjoying the twisted ramblings of Eddie Low. Drop him off to complete the mission.

Second Encounter

The second time you run into Eddie Low is in Berchem. As you probably suspected, a relationship with Eddie Low couldn't last long and your reunion takes a leap into a dark place rather quickly.

Prerequisites

- Complete Packie McReary's mission, "Three Leaf Clover."
- Complete Eddie Low's first encounter.
- Eddie is found between 10pm and 4am.

Fail Conditions

- Niko dies.
- You get busted.

✻ Mission

Kill Eddie Low.

Eddie has a hunger for killing he just can't quench. He suddenly turns on you at the end of the conversation as he pulls a knife, knocks you down and starts swinging. Get up, step back and equip a firearm, then blow him away.

Keep your ears tuned to news radio after completing this mission. Listen for reports on the Eddie Low jogger murder. Seems Eddie's trail had grown cold until the police found the jogger's body.

Prerequisites

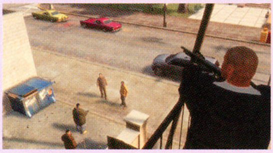
- Complete Vlad's mission, "Ivan the Not So Terrible" and spare Ivan's life.
- Complete Packie McReary's mission, "Three Leaf Clover."

Fail Conditions

- Ivan dies.
- Niko dies.
- You get busted.

Random Character: Ivan

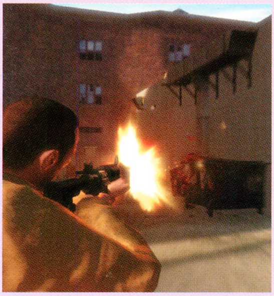
If you spared Ivan's life at the end of Vlad's mission, "Ivan the Not So Terrible" and then completed Gerry McReary's mission, "Three Leaf Clover," then Ivan becomes a Random Character at this point. You can find Ivan on a corner in Acter, Alderney, and he's very excited to see you. Turns out he's a loan shark and wants to take you on one of his business transactions.



✻ Mission

Take Ivan to collect his money.

Get a vehicle and pick up Ivan, then follow the yellow GPS route to the target destination. Pull into the marker beside a large open alley. Two gangsters think they can skip out on payment. A couple of guys on the rooftop and balcony above draw guns. When the cinematic ends, you are up against five enemies.



Protect Ivan and take out the gang members.

As soon as you can, draw a shotgun and blow away the nearest target—the guy who was running his mouth in the cut-scene. Quickly shift your fire toward the rooftop assailant to your right. Once he's down, take cover near the left wall and focus your attack on the guy to the left on the fire escape. There are two more targets down the alley. One takes cover behind a nearby dumpster and the other near the end of the alley. Run and gun, toss grenades, or use well-aimed blind fire or manually aim an assault rifle to pick off the guy behind the dumpster and the more distant target. Ivan shows his appreciation for saving his life once again by giving you a large reward.

I Need Your Clothes, Your Boots, and Your Motorcycle

Gerry McReary

Follow the "**GM**" icon to the McReary house. After a quick exchange with Kate, Niko meets with her brother, Gerald. Gerry owes a favor to Jimmy Pegorino, a high-level mob boss from Guernsey, who has big plans for his organization; Pegorino wants to challenge the Ancelottis, maybe even take their place as one of the "five old families" that run things in Liberty City. Gerry's plan is to stir up bad blood between the Ancelottis and their Albanian muscle, but he can't do this himself because he's under surveillance. So he wants Niko, posing as an Albanian heavy "on ice," to whack a longtime Ancelotti capo named Frankie Garone.

Main Objectives

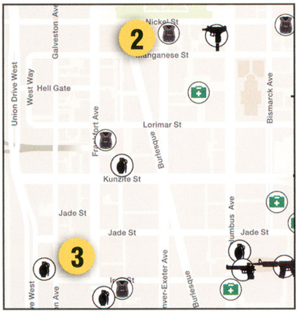
- Ride the motorcycle to find Frankie.
- Chase down Frankie on motorcycle and kill him.

Prerequisites

- Complete "Actions Speak Louder Than Words."

Fail Conditions

- Frankie escapes.
- Albanian's bike is destroyed before initiating chase.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Hell Gate
Bismarck Ave
Lorimar St
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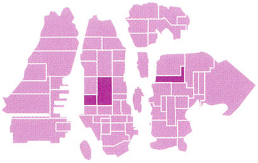
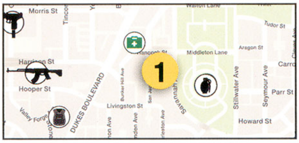
Burlesque




Morris St
Tudor St
Middleton Lane
Aragon St
Harrison St
Hooper St
DUKES BOULEVARD
Livingston St
Valley Forge
1
Savannah
Stillwater Ave
Seymour Ave
Parr St
Howard St

Mission

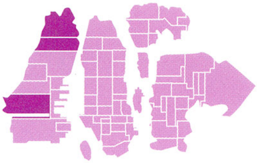
Ride the motorbike to the meeting point.

From the McReary house **(1)**, find the motorbike (marked as a blue blip) down on the street and ride it to a meeting with Frankie Garone **(2)** in Star Junction, just south of Middle Park. Pulling into the destination marker on the street triggers a quick cut-scene: Frankie, who is working over his contact, sees you arrive and runs off to his own motorcycle.

Take out Frankie Garone.

Now it's a straight-up motorcycle chase. Stay on Frankie's tail and spray him with drive-by gunfire from your bike whenever you get a chance (which isn't often). The chase runs southward through a series of midtown alleys, then bends back north on Iron and up Frankfort Avenue **(3)**. You must follow him closely through the alleyways; if you try to lag a block behind on the main streets, you'll lose him. The straightaway sprint up Frankfort is a good chance to get Frankie in your sights for multiple bursts of gunfire and to take him down.

Smackdown



Main Objectives

- Steal a police car and use its computer to find Bucky's hangout.
- Chase Bucky back to his gang's house.
- Gun down Bucky and his whole crew.

Prerequisites

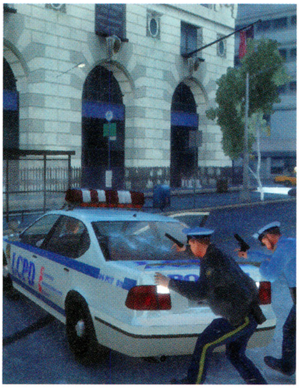
- Complete "Three Leaf Clover" and "Actions Speak Louder Than Words."

Fail Conditions

- Bucky escapes.

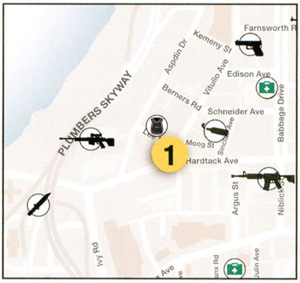
New Elements Introduced

- New Safehouse: Alderney.
- Opens Procedural Missions: Car Theft.



Derrick McReary

After you complete "Actions Speak Louder Than Words," Packie calls to ask a favor: he wants you to check in on his brother Derrick, who's experiencing tough times, hanging out in Acter Park over in Alderney. This puts a "**DM**" icon on the map. Follow it to the destination marker on a lane in the park. Derrick is, indeed, in a bad way. Like others in this town, he's haunted by past mistakes. One of them, however, is threatening his family. Niko offers to help. The target is Bucky Sligo… quite an innocuous-sounding name for such a nefarious scumbag. Derrick suggests using a police computer to pinpoint his location in Alderney.


Farnsworth Rd
Kemeny St
Aspdin Dr
Vitullo Ave
Edison Ave
PLUMBERS SKYWAY
Berners Rd
Schneider Ave
Babbage Drive
Moog St
Sinclair Ave
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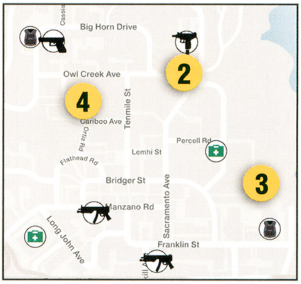
Hardtack Ave
Argus St
Niblick St
Ivy Rd
Ave
Julin Ave


Big Horn Drive
Owl Creek Ave
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4
Tenmile St
Cariboo Ave
Ortiz Rd
Percell Rd
Lemhi St
Flathead Rd
Bridger St
3
Sacramento Ave
Manzano Rd
Long John Ave
Franklin St

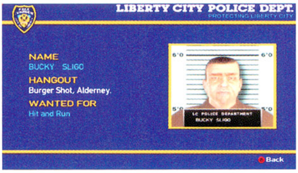
Mission

Find a cop car.

From the park where you meet Derrick **(1)**, turn left from the park exit. There should be a police car parked across the street. If not, use our Points of Interest map to find a nearby police station, preferably one with no cops hanging around. If you can't find one right away, call 911 and have a cruiser delivered to you. Drive until you lose any Wanted Level you acquire, then pull over and stop the cruiser.

Use the police computer to find Bucky's hangout.

Access the police computer, select "Search Police Records," then select "Search by Name." Type in "BUCKY" or "SLIGO" using the onscreen keyboard to bring up the file on Bucky Sligo, an ugly fellow who spends a lot of quality time at the Burger Shot in Alderney **(2)**.



LIBERTY CITY POLICE DEPT.
PROTECTING LIBERTY CITY

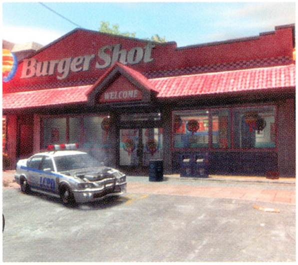
NAME
BUCKY SLIGO

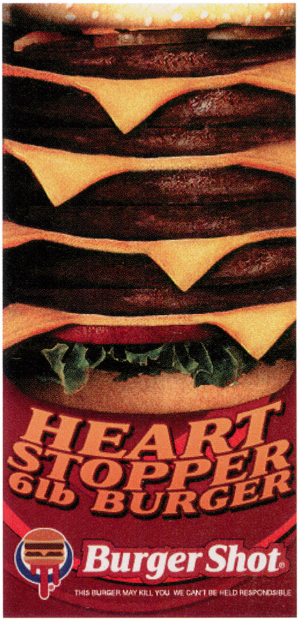
HANGOUT
Burger Shot, Alderney.

WANTED FOR
Hit and Run

Drive to the Burger Shot where Bucky hangs out.

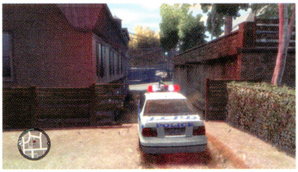
Stay in the police car and start driving to the Burger Shot up in the Westdyke area of Alderney, following the yellow GPS route on your map. On the way, Niko calls Derrick, who suggests a plan of action: stay in the cop car so Bucky gets scared and runs back to his crew. Then Niko can take them *all* out. When you arrive at the Burger Shot, turn the police car around and *back* into the destination marker. This positions you in the right direction for the chase. In the cut-scene, Bucky spots Niko's cruiser and takes off.




HEART STOPPER 6lb BURGER
Burger Shot
THIS BURGER MAY KILL YOU. WE CAN'T BE HELD RESPONSIBLE

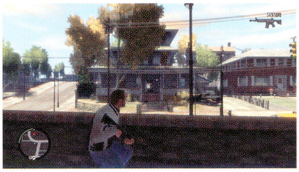
Follow Bucky to his crew.

Stay on Bucky's tail as he cuts through yards, smashes fences, and then speeds down back alleys and the waterfront walkway **(3)**. As you pursue, turn on your siren to help clear traffic a bit. Eventually, he pulls into the driveway of a house on Cariboo Avenue **(4)**, where Bucky's entire crew is waiting inside to support him. Looks like Derrick's plan worked. Do not pull into the driveway; you're likely to get shot up there.



Take down Bucky's whole gang.

Bucky's gang members are all marked as red blips on the map. Run up into the yard of the house across the street and take cover behind a brick wall lining the property. This gives you a good view of Bucky's place; use your rifle to start picking off any gang members you see out front.



Eventually, you must enter the ratty house. Several gangsters are on the first floor; a good tactic is to shoot open the front door from a distance, then try to nail targets inside before you actually rush the house. Once you enter and mop up the first floor, creep carefully up to the second floor, where you'll find Bucky Sligo at the top of the stairs waiting for you. Gun him down!

Lose your Wanted Level.

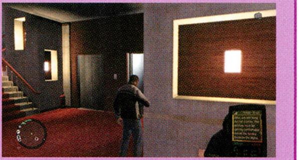
Shooting up a residential neighborhood is a sure way to draw some police attention, so you most likely have a two-star Wanted Level by now. If you shoot a cop, it jumps to three stars. Run! Slip out the back door and start looking for a vehicle, then get out of the police search zone to complete the mission.

▲ New Safehouse: Alderney

Soon after you complete your first Alderney mission, "Smackdown," you get a text message from Ray. He tells you he's set up a new safehouse for you and Roman in Alderney. It appears on your map on Mahesh Avenue in Alderney City, not too far from the Booth Tunnel that connects Alderney to Algonquin.

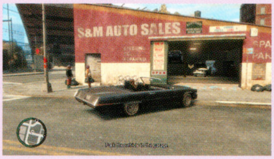
New Procedural Missions: Car Thefts

Shortly after you finish "Smackdown," Niko gets a phone call from Brucie, who says his pal Stevie will be in touch about "some cars he needs found." From now on, watch for text messages from Stevie with locations and photos of cars that you can steal and deliver to him for good pay.



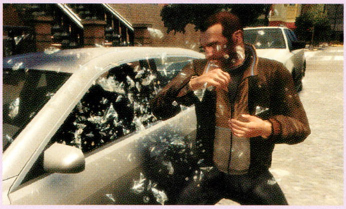
Procedural Missions: Car Thefts

You receive a new contact through Brucie after completing "No. 1" and "Smackdown." Stevie sends you text messages. He's looking for 30 specific vehicles and wants you to deliver them to his chop shop in Bohan. Completing all of these challenges brings you another two ticks closer to the 100% completion of the game.



Details

There are 30 vehicles to jack and drive to the S&M Auto Sales Garage in Chase Point—the **(G)** on our Bohan map a few pages ahead. The better the vehicle's condition, the more money you will get. Vehicles are located all over the map, but appear only one at a time—after delivering one, you receive a text message from Stevie a few hours later about the next. He only sends you the name of the vehicle and a picture; there's no blip on the radar or the map to help guide you. That means you'll have to determine the location of the vehicle from the scenery in the background of the photo... or just use our maps!



Prerequisites

- Complete Brucie's mission, "No. 1" and Derrick McReary's mission, "Smackdown."
- Receive a text message from Stevie.

Fail Conditions

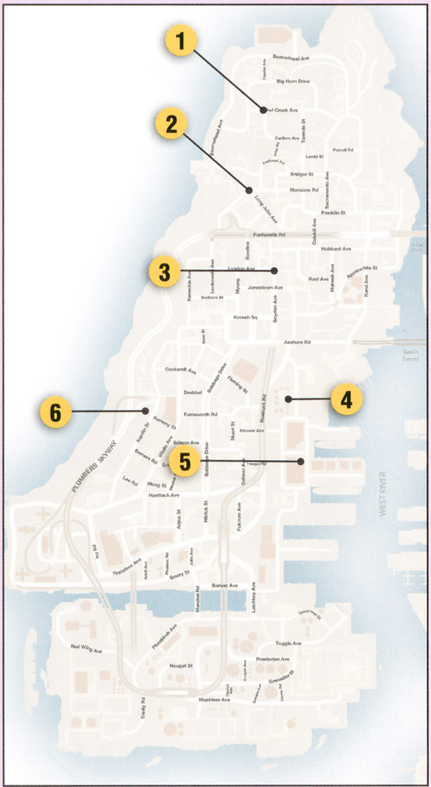
- Vehicle is destroyed.
- You get busted.

■ Random Text Message Order

The order in which you receive the vehicle text requests is random, but each vehicle is always found at the same unique location—in other words, you may be asked to jack the Freeway first or thirtieth in the job queue, but it will always be found in front of the Willis Wash and Lube when you get the text from Stevie about this vehicle.

Car Theft Vehicles

Alderney	Map #	Highest Value
Turismo	1	$36,300
Cavalcade	2	$23,100
Cognoscenti	3	$29,700
Sentinel	4	$7,750
Rancher	5	$8,250
Sultan	6	$11,550


1
2
3
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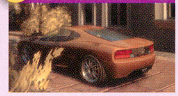
5
6
Beaverhead Ave
Big Horn Drive
Owl Creek Ave
Caribou Ave
Tonmile St
Porcell Rd
Lemhi St
Flathead Rd
Bridger St
Manzano Rd
Sacramento Ave
Long John Ave
Franklin St
Panhandle Rd
Catskill Ave
Hubbard Ave
Bowline
Lyndon Ave
Applewhite St
Rael Ave
Mahesh Ave
Rand Ave
Kenneckie Ave
Lockowski Ave
Myung
Jonestown Ave
Bedrock St
Koresh Sq
Boyden Ave
Asahara Rd
Booth Tunnel
Cockerell Ave
Babbage Drive
Fleming St
Drebbel
Roebuck Rd
Farnsworth Rd
Kemeny St
Aspdin Dr
Muceri St
Strower Ave
Edison Ave
Vitullo Ave
Berners Rd
Babbage Drive
Odhner Ave
Traeger Rd
PLUMBERS SKYWAY
Lee Rd
Moog St
Hardtack Ave
Argus St
Niblick St
Fulcrum Ave
WEST RIVER
Ivy Rd
Tinderbox Ave
Amril Ave
Phalanx Rd
Julin Ave
Emery St
Barsac Ave
Mandrel Rd
Latchkey Ave
Grummer Rd St
Plumbbob Ave
Red Wing Ave
Toggle Ave
Praetorian Ave
Nougat St
Grenadier St
Muskteer Ave
Trinity Rd

▲ Quick Find

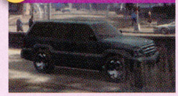
When you receive Stevie's text, use our maps to locate the car, then set a waypoint on the map and ride a taxi directly to the target vehicle.

1 Turismo



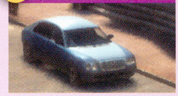
The Turismo is parked outside the garage of a posh home in Owl Creek Avenue in Westdyke. Cops keep these neighborhoods safe, so the alarm will alert the police. Peel out of there and lose the one-star Wanted Level, then deliver the car in pristine condition for a huge payoff!

2 Cavalcade



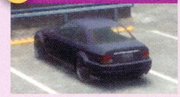
The Cavalcade is in the driveway of a house across the street from Westdyke Memorial Hospital. It's not equipped with an alarm and the cops aren't around, so this job is easy. Drive it safely to the garage.

3 Cognoscenti



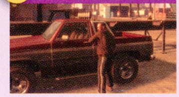
The Cognoscenti is in the Alderney City alley shown in this picture. Expect an alarm, but no police attention (as long as you don't go looking for it). Deliver the car in perfect condition for $29,200!

4 Sentinel



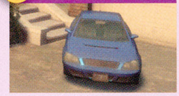
The beautiful, pearlescent Sentinel is parked by the docks in Normandy. You can find it in the large Pharte Gas company parking lot behind a refinery tank. No cops will bother you in this remote area.

5 Rancher



The Rancher is owned by a worker at Liberty State Delivery by the docks in Port Tudor. The truck is locked, but doesn't have an alarm. Stealing it should be a breeze.

6 Sultan



The Sultan is in the driveway of a large green home in Berchem. There's a car alarm, but this is an isolated area. Just let it die out, then drive off the property and head for the garage.

Keep it Fresh

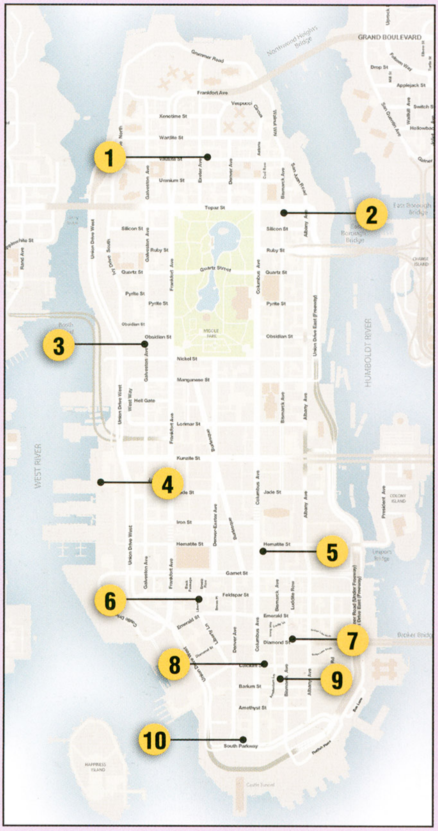
The less damaged and cleaner the vehicle is when you deliver it to the Bohan Garage, the more money you make. This gets tougher the further you have to drive to deliver the vehicle, especially if you are evading the cops. Use Pay 'n' Sprays to repair and Car Washes to clean. Our Value lists indicate the top dollar amount you can get for each vehicle.

Locked & Alarms

The difficulty of the theft really depends on the security of the vehicle—some are locked and/or have alarms set. If you break into a vehicle with an alarm and the cops are immediately alerted, don't pull away until the alarm stops or you'll run the risk of driving into a patrolling cop's earshot.

Where's My Stevie Text?

Stevie doesn't usually text for the next car theft until six in-game hours after the successful delivery of a previous request.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GRAND BOULEVARD
Northwood Heights Bridge
East Borough Bridge
MIDDLE PARK
WEST RIVER
HUMBOLDT RIVER
COLONY ISLAND
CHARGE ISLAND
HAPPINESS ISLAND
Vauxite St
Topaz St
Galveston Ave
Bismark Ave
Hematite St
South Parkway

Algonquin	Map #	Highest Value
Dukes	1	$7,260
NRG 900	2	$8,250
Banshee	3	$26,400
Comet	4	$19,800
Rebla	5	$11,550
Coquette	6	$13,530
Faggio	7	$2,310
SuperGT	8	$36,300
PMP 600	9	$10,560
Patriot	10	$16,500

1 Dukes

The Dukes is located on Vauxite Street in East Holland. You'll have to break into it, but there's no alarm. It's got a sweet pearlescent paint job—you can't miss it!

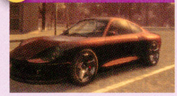
2 NRG 900

The NRG 900 is on the corner of Bismark Avenue and Topaz Street in Lancaster. It's hard to miss this awesome bike. If you attract the law, they won't have much luck catching you on this speedster!

3 Banshee

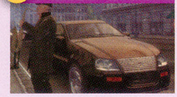
A Banshee is located on Galveston Avenue near Middle Park. This car will bring you a cool $26,400. You shouldn't have any law enforcement trouble around this vehicle. Just make sure to look around before stealing it.

4 Comet



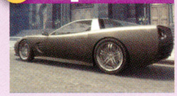
The Comet is located in a large parking lot between a Burger Shot (closed) and the Swingers Golf Club. This one's got an alarm and there's usually a cop around, so expect to outrun a one-star Wanted Level.

5 Rebla



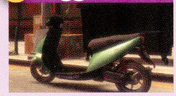
The Rebla is near Fanny Crab's eatery by Grand Easton station. The car has an alarm, but you can watch for cops and avoid a Wanted Level.

6 Coquette



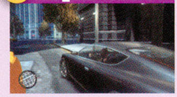
A priest in Suffolk owns this quick-as-lightning Coquette. You'll find it right in front of the church. Cops in cruisers patrol this area, but you can wait until they pass by before stealing the vehicle and getting away without a Wanted Level.

7 Faggio



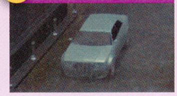
The beloved Faggio is located near the Dragon Heart Plaza in Chinatown on Diamond Street. Nobody is going to bother you when you steal this thing.

8 Super GT



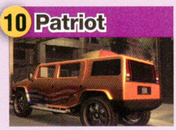
The Super GT is on Calcium Street in front of 69. This car is locked with an alarm and cops are usually nearby, so take off quickly to lose that Wanted Level.

9 PMP 600

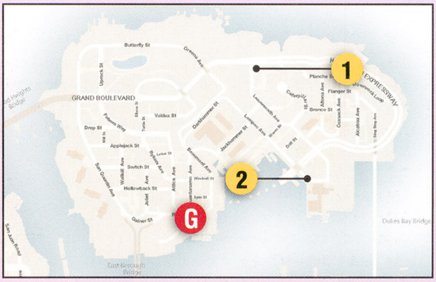


The PMP 600 is located in an alley beside the Exchange District Bank in lower Algonquin. Coincidentally (or not), there's a "Flying Rat" in this alley. Shoot it before stealing the ride. Alarms will sound, but just stay put until it fades; you can get away without a Wanted Level.

10 Patriot

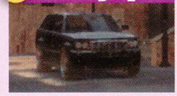


A Patriot is near the two joined towers in Castle Gardens. It sticks out like a sore thumb on this busy street corner. It's locked, so check for cops before jacking it.


Butterfly St
Greene Ave
Uprock St
GRAND BOULEVARD
Valdez St
Folsom Way
Drop St
Applejack St
Switch St
Hollowback St
Gainer St
San Quentin Ave
Attica Ave
Beaumont Ave
Darkhammer St
Jackhammer St
Lompoc Ave
Planche St
Flanger St
Bronco St
Caterpillar St
Cossack Ave
Alcatraz Ave
Drill St
EXPRESSWAY
Downrock Loop
1
2
G
Dukes Bay Bridge
East Borough Bridge
San Juan Road

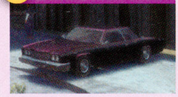
Bohan	Map #	Highest Value
Buccaneer	1	$5,940
Huntley	2	$13,200

1 Huntley Sport

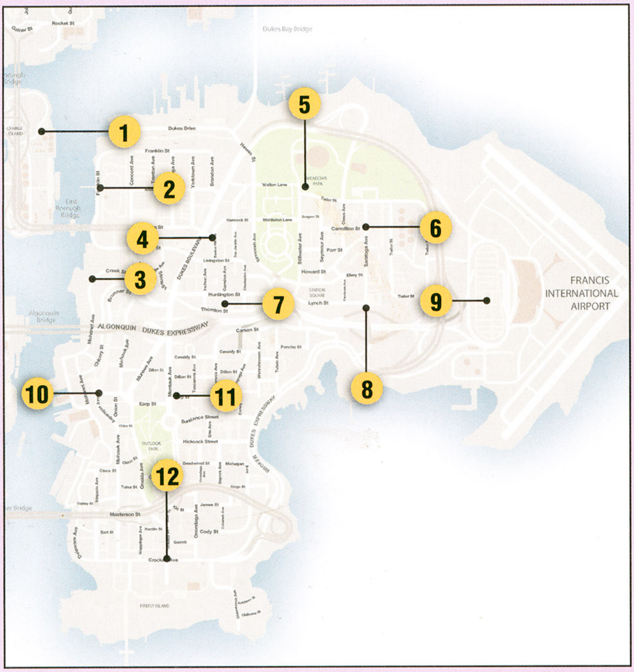


The Huntley Sport is in a small parking lot in the rear of the LCPD station in Northern Gardens. Sounds like a tough job, but if you wait until there aren't any cops in the lot or passing by, you can break in and drive off without incident. The cops in front of the station won't see or hear anything.

2 Buccaneer



Find the Buccaneer in the Industrial District in a small parking lot just off the road, a few blocks away from the S&M Auto Garage. It's locked with an alarm and cops are usually patrolling on foot around this area. Expect a Wanted Level.


1
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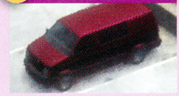
12
Dukes Bay Bridge
East Borough Bridge
Algonquin Bridge
ALGONQUIN DUKES EXPRESSWAY
DUKES BOULEVARD
DUKES EXPRESSWAY
FRANCIS INTERNATIONAL AIRPORT

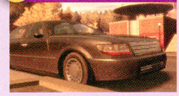
Duke's Broker	Map Number	Highest Value
Moonbeam	1	$7,260
Washington	2	$7,260
Contender	3	$8,250
Voodoo	4	$6,600
Sabre GT	5	$8,250
Dilettante	6	$6,600
Manana	7	$3,960
Freeway	8	$6,600
Bobcat	9	$8,250
Intruder	10	$8,250
Infernus	11	$33,000
DF8-90	12	$5,940

1 Moonbeam



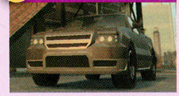
The Moonbeam is on Charge Island at the water treatment plant where the kidnap exchange occurred. The van is in a large empty parking lot off the road. No cops in sight. No worries. Jack it and deliver it.

2 Washington



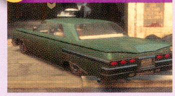
The Washington is parked near an outdoor pool in Steinway. It's tough to see the pool from the road; it's behind a brick wall along the sidewalk, but this car is easily spotted on the coastline road.

3 Contender



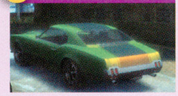
The Contender is parked in the small lot between buildings at the Twichin's Sugar factory in BOABO. This is where you chased Dardan in "Bleed Out." It's actually just below the stairs you ran up to chase him. No alarm or cops, so no complications.

4 Voodoo



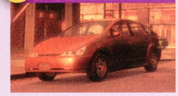
The Voodoo is parked outside the building shown in the text message in East Island City. No alarm, just jack it and deliver.

5 Sabre GT



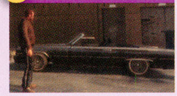
The Sabre GT is parked in the driveway of a modest mansion near Meadows Park Towers. Expect a car alarm, but no police attention—unless you speed down the street while the alarm is sounding.

6 Dilettante



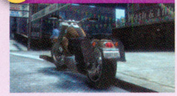
The Dilettante is in front of the Canyon Megaplex in Willis. This area is not under heavy patrol, so jacking it should be a manageable task.

7 Manana



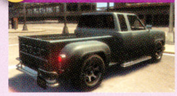
The Manana is behind the Burger Shot near the Huntington Street train stop. There's no alarm. Drive it carefully to the garage to collect your reward.

8 Freeway



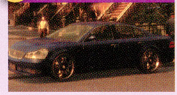
The Freeway is parked by the curb in front of the Willis Wash and Lube. You almost always get a Wanted Level for stealing this one. To shake the heat, just go off-road if they're on your tail.

9 Bobcat



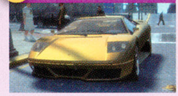
Stevie says the Bobcat is always located on the top floor of the airport parking lot—at least it is after he texts you. You'll find the truck parked near the pay station machine. Cops are not a problem way up here. Jack the vehicle and deliver it to the garage.

10 Intruder



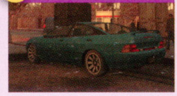
An Intruder is near the Liberty City Transport Authority building in Rotterdam Hill. It's tough to avoid police attention on this one. Quickly jack it and lose your Wanted Level on your way back to the garage.

11 Infernus



The Infernus is located in Outlook Park on a corner in front of the Pizza Salad restaurant. The alarm sounds when you steal it, but you can make a clean getaway if you're careful and avoid jacking it when cops are around.

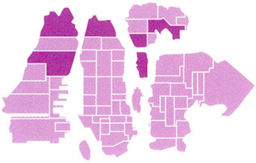
12 DF8-90

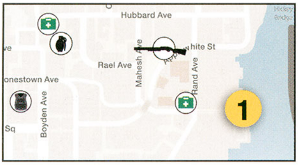


The DF8-90 is in the parking lot under the station by the amusement park. The alarm is set, but you can get away without a Wanted Level if you make sure there aren't any cops around when you jack it.

Xbox Achievement Award

You receive the "You Got The Message" achievement award on the Xbox 360 for delivering all 30 cars ordered through text messages.




Hubbard Ave
hite St
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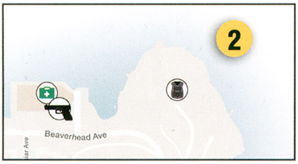
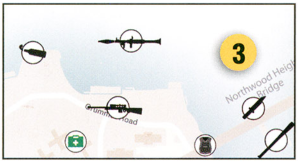
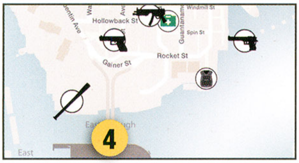
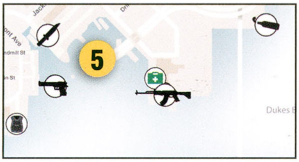

2
Beaverhead Ave


3
Northwood Heig
Bridge


Hollowback St
Windmill St
Spin St
Rocket St
Gainer St
4
East



Babysitting

Derrick McReary

Follow the "**DM**" map icon to the pier on the Alderney City waterfront and step into the destination marker. Derrick pulls up in a slick Squalo speedboat and gives the controls over to Niko.

Main Objectives

- Find and escort the Korean's boat.
- Wipe out all boat attackers.
- Shoot down the enemy chopper with a rocket launcher.

Prerequisites

- Complete "Smackdown."

Fail Conditions

- Derrick or Kim dies.
- Derrick's boat or Kim's boat gets wrecked.
- Get too far away from Kim.

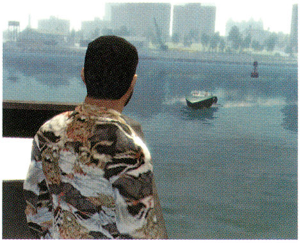
New Elements Introduced

- Using a rocket launcher.

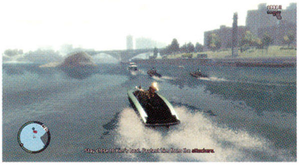
✪ Mission

Go to Kim's boat.

From the dock **(1)**, follow the blue radar blip to the launch anchored off the northern tip of Alderney **(2)**. On the way there, Derrick explains the situation. Kim is his Korean contact, who is arriving with a boatload of counterfeit $100 bills. He also tells Niko about Aiden O'Malley, currently on "the inside" (prison) and a guy who, like Bucky Sligo, thinks Derrick ratted him out and wants him dead. When you arrive at Kim's boat, watch the short cut-scene.



Follow Kim.



Stay close to the stern of Kim's boat as he follows the route Derrick texted him; it leads up the Humboldt River **(3)**. Soon, several enemy boats appear and attack Kim, trying to steal the phony notes. Use the SMG when shooting from a distance, unless you have the combat pistol. Aim for the enemy boat engines to blow them up.

Protect Kim's boat from the attackers.

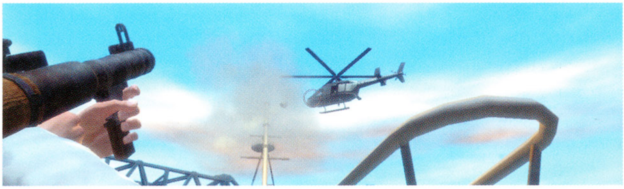
Open fire on the attackers! Try to slide your Squalo between them and Kim's boat as much as possible to shield the Korean from their fire and minimize damage. When Kim veers east and passes under the East Borough Bridge **(4)** that connects Bohan to Charge Island, he picks up another attacker—as Derrick calls it, the "airborne cavalry."

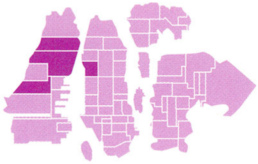
Shoot down the enemy chopper with the rocket launcher.

Press the button indicated onscreen to stand on the deck and arm yourself with the rocket launcher you found onboard. Target the chopper and fire rockets until you knock it out of the air. Then turn your attention back to the enemy boats. Keep blasting them and protecting Kim until every attacker is eliminated. Once the area is cleared of attackers, follow Kim until he reaches his destination **(5)**.

▲ Don't Burn Kim

Avoid launching rockets at the enemy helicopter if it gets close to Kim's boat.

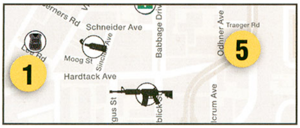




Tunnel of Death

Derrick McReary

Follow the "**DM**" icon to Alderney and meet up with Derrick again at the park in Acter. He's heard that his old drinking buddy turned nemesis, Aiden O'Malley, is being moved back to the Alderney State Correctional Facility. Derrick wants Niko to seize the opportunity to silence Aiden forever. Shortly after the cut-scene ends, Packie calls to warn that O'Malley is heavily guarded and then offers his help. He tells you to pick up a truck with a rocket launcher he left for you in Alderney City. He explains that the convoy carrying O'Malley must pass through the Booth Tunnel. Your job is to block the tunnel with your truck.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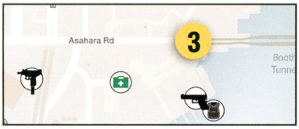
Asahara Rd
3
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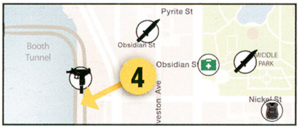
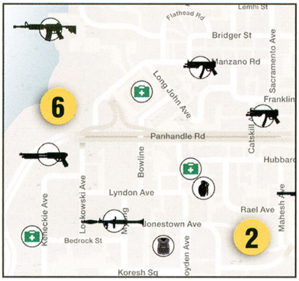

Pyrite St
Obsidian St
Obsidian S
MIDDLE PARK
Booth Tunnel
4
Nickel St
veston Ave


Lemhi St
Flathead Rd
Bridger St
Sacramento Ave
Manzano Rd
Long John Ave
Franklin
6
Panhandle Rd
Catskill
Bowline
Hubbar
Lyndon Ave
Kenneckie Ave
Loskowski Ave
Jonestown Ave
Rael Ave
Mahesh Ave
2
Bedrock St
oyden Ave
Koresh Sq

Main Objectives

- Find the dump truck and use it to block the Booth Tunnel.
- Eliminate Aiden O'Malley's police escort, then lose your Wanted Level.
- Take Aiden to meet his fate at the Leftwood cliffs.

Prerequisites

- Complete "Babysitting."

Fail Conditions

- You don't reach the tunnel in time.
- The Flatbed, Stockade, or the escape car is destroyed.
- Packie dies or gets left behind.
- Kill Aiden before instructed to do so.

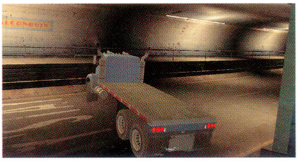
✪ Mission

Get the truck.

From Derrick's park in Acter **(1)**, follow the blue GPS route to find the big dump truck **(2)** with the rocket launcher in a decrepit industrial alley near Applewhite Street in Alderney City. Hop in to trigger a cut-scene of Niko's phone conversation with Packie, who makes it clear that they must make the operation look like a prison break to keep the heat off Derrick.

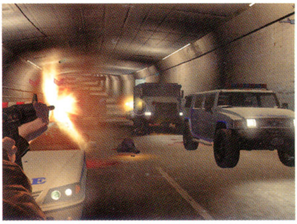
Block off the Booth Tunnel.

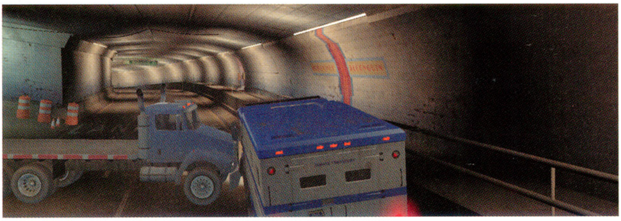
Drive the truck along the yellow GPS route that takes you into the Booth Tunnel from Alderney **(3)** and leads you to the destination markers near the Algonquin end of the tunnel **(4)** to block traffic there. Note that you have two markers; you must maneuver so that the truck covers both, which turns your vehicle sideways to become a roadblock. This triggers another cut-scene conversation between Niko and Packie. Packie reminds you to kill the escort, but keep Aiden alive in the prison van—an armored LCPD Stockade.

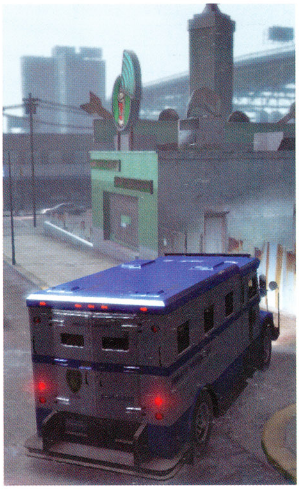


Take out the prison van's police escort.

Systematically gun down all of the cops in the tunnel. Avoid shooting Packie; he's out there with the cops and is indicated by the blue blip on the radar. Use the cars for cover as you work your way back to Packie. When the last one drops, hop into the Stockade, wait for Packie to join you (he gets in the back), and then start driving as more cops start to arrive.

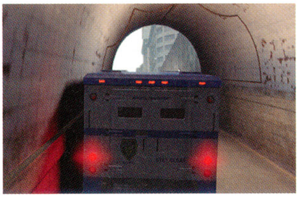






Lose your Wanted Level.

Carefully ram the Stockade past the dump truck in front of you and get out of the tunnel. Try to keep your Stockade damage to a minimum. Keep going until you lose your Wanted Level. If you are quick enough, you can reach the end of the wanted zone just before the mouth of the tunnel. Stop in this sheltered area to avoid running into any wide-eyed cops.



Get to the escape car.

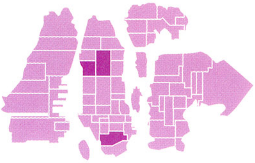
When the yellow GPS route finally appears, drive the Stockade along the yellow GPS route to the Presidente parked in the overgrown lot in Port Tudor **(5)**. Aiden thinks you've come to spring him free and Packie and Niko inform him that he'll be taken to the cliffs of Leftwood.

Take Aiden to the cliffs.

Drive very carefully to the destination marker on the remote cliffs of Leftwood **(6)** and listen to poor Aiden blather on about who sent you to spring him. Try not to damage your car or do anything to attract the police. When you arrive, Aiden goes to the cliffside.

Kill Aiden.

Gun down Aiden to complete the mission. Niko calls Derrick to report and Derrick believes the past is finally put to bed. Now he's clean and can start a new chapter. Right...



Hating the Haters

Bernie Crane

Follow the "**BC**" map icon to Bernie Crane's apartment in Middle Park West on Ivy Drive South, just north of Obsidian Street. Bernie is very upset; he thinks someone, a "hater," is following him with nasty intentions. Niko agrees to check it out.

Main Objectives

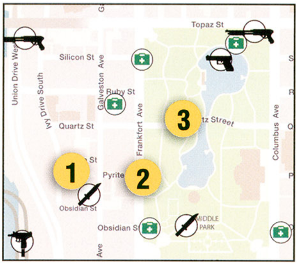
- Go jogging with Bernie in Middle Park, but not too close.
- Chase down on a scooter and kill the homophobe who attacks Bernie.

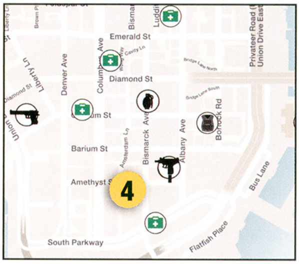
Prerequisites

- Complete "Weekend at Florian's."

Fail Conditions

- Bernie dies.
- Fail to maintain the proper distance from Bernie (three times fails).
- The homophobe escapes.
- Leave Bernie behind when he ditches his scooter.
- Follow Bernie into the park in a vehicle instead of jogging.


Topaz St
Silicon St
Union Drive West
Ivy Drive South
Galveston Ave
Ruby St
Quartz St
Frankfort Ave
3
tz Street
Columbus Ave
1
2
Pyrite
Obsidian St
Obsidian St
MIDDLE PARK

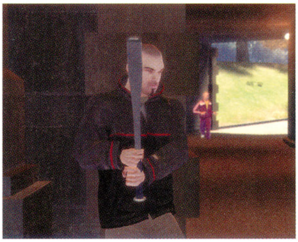

Emerald St
Diamond St
Denver Ave
Liberty Ln
Union
Columbus Ave
Privateer Road
Union Drive East
Barium St
Bismarck Ave
Albany Ave
Bohock Rd
Amethyst St
4
Bus Lane
South Parkway
Flatfish Place

Mission

Take Bernie to Middle Park.

From Bernie's place **(1)**, follow the yellow GPS route to the destination marker at the curb of Frankfort in Middle Park **(2)**; it's not far, so you can just jog if you want.

Follow Bernie as he jogs, but keep your distance.



Jog a fair distance behind Bernie. Don't get too close or too far away; you want to keep him in sight, but stay roughly 20 or so yards back. If you do lose sight of Bernie, remember that he's the blue blip on your radar. When Bernie enters the underpass beneath Quartz Street **(3)**, a cut-scene shows him being attacked as he emerges from the other end by a bat-wielding homophobe, and Niko comes to the rescue. The "hater" flees.

Take down the hater.

Follow the thug up the stairs to the street; he's now the red blip on your radar. He hops on a scooter and zips away.

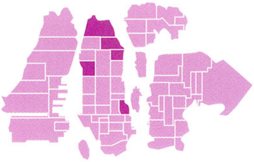
Grab one of the nearby scooters and give chase. Gun him down with drive-by gunfire as soon as you can. The hater circles back through the park on his escape route. When you finally shoot him off his ride, Bernie's blue blip reappears on the map.

Pick up Bernie.

If you've gunned down the scooter-driving homophobe, follow the blue blip back to Bernie. As you approach, Bernie automatically gets on the scooter with you.

Take Bernie to Perseus in The Exchange.

Drive Bernie (or take a taxi) to Perseus **(4)**, the swanky clothes shop located way down south in The Exchange. When you reach the destination marker, Bernie is extremely grateful… and then goes shopping.



Main Objectives

- Take Bernie to meet the blackmailer's Russian messengers.
- Chase down and kill the messengers.

Prerequisites

- Complete "Hating the Haters."

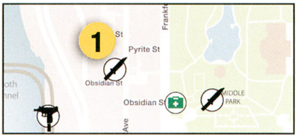
Fail Conditions

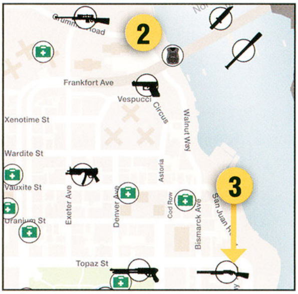
- The Russians escape.
- Bernie dies.
- Leave Bernie behind after meeting the Russians.

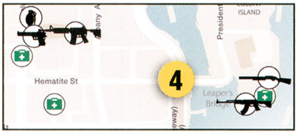
Union Drive

Bernie Crane

Follow the "**BC**" map icon to Bernie's place in Middle Park West. Bernie is in distress (as usual), this time about his lover. Apparently, the Russian mob is using evidence of Bernie's relationship with Liberty City's Deputy Mayor to blackmail Bryce. Niko agrees to provide backup for Bernie when he meets the blackmailers.


1
Pyrite St
Obsidian St
Obsidian St
MIDDLE PARK
Ave


2
Frankfort Ave
Vespucci Circus
Walnut Way
Xenotime St
Wardite St
Vauxite St
Uranium St
Exeter Ave
Denver Ave
Astoria
Cod Row
Bismarck Ave
San Juan
3
Topaz St


4
Hematite St
President
ISLAND
Leaper's Bridge

Mission

Get a car.

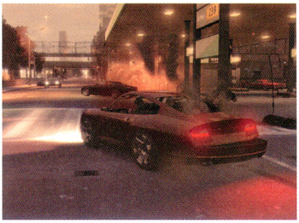
From Bernie's place **(1)**, find a good, fast car and make sure Bernie joins you in the vehicle. There's a Turismo parked just down the street that you can see from his apartment. He tells you that the meeting is on Walnut Way in Northwood.

Take Bernie to the rendezvous with the blackmailers.

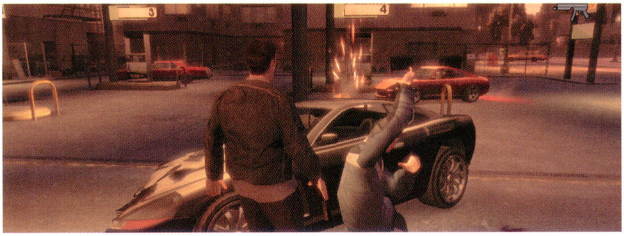
Follow the yellow GPS route to Northwood **(2)**. On the way, Bernie explains that the blackmailer is unknown, and that this meeting is with messengers only. Drive into the destination marker to trigger a cut-scene: the messengers reveal that their boss is none other than Dimitri Rascalov. As you can imagine, this doesn't sit too well with Niko.

Eliminate the blackmailers.

Chase the messengers' car, which is indicated by a red blip on your radar. This is a long, high-speed chase that runs straight south all the way to Topaz, then jags left (east) to Albany before turning right to head south again. Here's a killer tip: The Russians will cut through a Terroil gas station **(3)** as they veer right from Topaz onto Albany. Time it so that you shoot the station's gas pumps just as the Russian car passes them. (It's not easy, but it is possible.) The spectacular explosion disables the enemy car, prompting the Russians to hop out. Now you can gun them down with drive-by fire or on foot.



If you don't nail them with the Terroil explosion, the Russians zigzag over onto Union Drive East and head south on the freeway all the way past Leaper's Bridge **(4)**. Keep chasing and shooting. Eventually, they will crash and you can gun them down on foot.



▲ Dimitri's Ploy

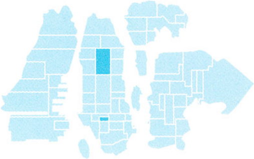
Shortly after you complete "Union Drive," Niko gets a call from Dimitri Rascalov with a deal offer—he'll cut Niko in on the action if his Russian mob can land the city contracts he's trying to extort from Bryce. Niko, being Niko, says no deal.

Take Bernie back to his apartment.

Follow the yellow GPS route back to the destination marker outside Bernie's place. Dimitri still has the incriminating evidence on Bryce, and Niko expects the Russian to milk it for money again before going to the media. However, he promises to help Bernie…

Bernie Crane's "**BC**" icon won't reappear on the map right away. It returns again later after Bernie sends Niko a text message asking to meet at Pier 45.

ZiT
CALL 948-555-0100
TRACKING TUNE
SELECT
WE'LL SPOT THE SONG FOR YOU



Late Checkout

Ray Boccino

Follow the "**RB**" icon back to Drusilla's to meet an extremely angry Ray Boccino. Ray wants Niko to silence Isaac, the diamond dealer. Isaac is holed up at the Majestic Hotel with some of his crew.

Main Objectives

- Find a way up to the penthouse suite of the Majestic Hotel.
- Fight your way through bodyguards to kill Isaac and two other diamond dealers.
- Escape the hotel.

Prerequisites

- Complete "No Way on the Subway."

Fail Conditions

- None other than universal fail conditions (death or arrest).

New Elements Introduced

- Opens the Phil Bell missions.

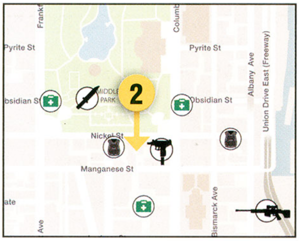
Mission

Go to the Majestic Hotel.

From Drusilla's **(1)**, follow the yellow GPS route to the Majestic Hotel **(2)** up in midtown, right across the street from the southern edge of Middle Park. You should be well-armed and armored for this mission, so stop by a gun shop en route if you're running low on any of these items to stock up on all the necessary accoutrements. When you pull into the destination marker, a cut-scene plays: Niko enters the hotel and you see an elevator door close.

Find a way up to the penthouse suite to kill Isaac and the diamond dealers.

You have three essential targets and three options for reaching the penthouse suite. The three targets that must be eliminated are Isaac and two of his diamond dealers; all of whom are indicated by red markers overhead and as red blips on your radar map. However, Isaac also has several bodyguards posted in and around his rooms. It's wise to eliminate most of these guys, but it's not required to complete the mission.


Frank
Columb
Pyrite St
Pyrite St
Albany Ave
Union Drive East (Freeway)
bsidian St
MIDDLE PARK
2
Obsidian St
Nickel St
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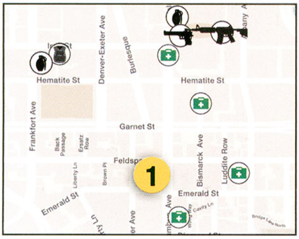
ate
Ave
Bismarck Ave


Denver-Exeter Ave
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any A
Hematite St
Hematite St
Frankfort Ave
Garnet St
Back Passage
Ersatz Row
Feldsp
Liberty Ln
Brown Pl
1
Bismarck Ave
Luddite Row
Emerald St
Emerald St
Ave
er Ave
Wong Way
Cavity Ln
Bridge Lane North

As for reaching the targets: The Majestic penthouse suite is actually comprised of two floors and a roof veranda, with one dealer that you must kill on each of these three levels. There are three ways to reach your targets in the suite.

1. If you have access to helicopter transport, you can land on the Majestic Hotel's roof and start the mission from there, working your way down through the penthouse suite. This allows you to avoid a number of bodyguards posted on the floor below.
2. You can go around behind the Majestic and look for a cleaning lift in the alley. You can ride this lift up to the roof, too.
3. You can use the hotel's guest elevator. This only goes up to the 30th floor. Even though it's one floor below where the penthouse suite begins, the 30th floor is crawling with Isaac's bodyguards. So, this option requires the most combat to reach your three designated targets.

Launch your assault via the guest elevator.

We'll walk you through the toughest option, which is taking the guest elevator up.

30th Floor: When you arrive on the 30th floor, you see the murderer's row of thugs guarding the long corridor. Gun down the first guard near the elevator and quickly take cover against the wall where he was standing. This is a good place to roll a grenade up the hall. Then fight your way down to the stairwell around the corner to the right at the hall's end. Your radar shows you that your three targets are above you somewhere, so climb the stairs.

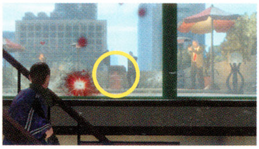
31st Floor: On the next floor up, note on your radar that one of your targets is now on the same level as you. He's holed up in the kitchen of the penthouse's suite of rooms, located behind the first doorway on the left side of the hall. Watch out for a guard coming through the outer doors as you approach.

Penthouse Suite: Numerous other thugs are posted beyond a second set of doors and across the main room of the suite. Toss a grenade toward the back of the room to thin their ranks. This back part of the room is a glass-ceiling atrium with a kitchen on the lower level where a diamond dealer is hiding. Kill the him in the kitchen or just let him escape.

There's also a staircase leading to the bedroom one level up, where Isaac is hiding. Find and execute him. The stairs continue up to the roof, where to your right you'll find a rooftop veranda with a spectacular view, a bunch of killer bodyguards, and another diamond dealer.

▲ Rooftop Blowout

When you climb to the roof, the dealer and a few gunmen are off to your right as you reach the top of the staircase. Look for a propane canister attached to a barbecue grill (circled in the shot pictured below) across the pool. If you nail the canister, the explosion will blow another diamond dealer right off the Majestic roof. Also, be sure not to miss the Body Armor in the corner of the roof near the glass enclosure.

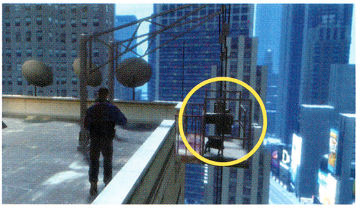


◎ New Mission Strand Opens!

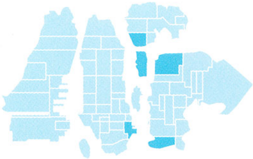
Shortly after you complete "Late Checkout," Niko gets a text message from Ray Boccino, asking you to meet with him and Phil Bell at a depot in Normandy. Phil's "PB" icon now appears on your map. You can go to the meeting to trigger "Truck Hustle," the first of a series of missions for Phil Bell.

Escape from the hotel.

Once you've eliminated the third and final diamond dealer, no more red blips appear onscreen and you're prompted to escape. Use the cleaning lift (circled in our screen shot). To find it, go down the stairs outside the glass enclosure. Watch out for more gunmen below and on the adjacent rooftop! The lift is on the roof directly across from the two water tanks. Step aboard and use the controls to ride from the roof down to the alley. Then find a car and lose your Wanted Level if you have one.



Buoys Ahoy



Main Objectives

- Take Bernie by boat to the water off Firefly Island.
- Chase down the boatload of attacking Russians and kill them all.

Prerequisites

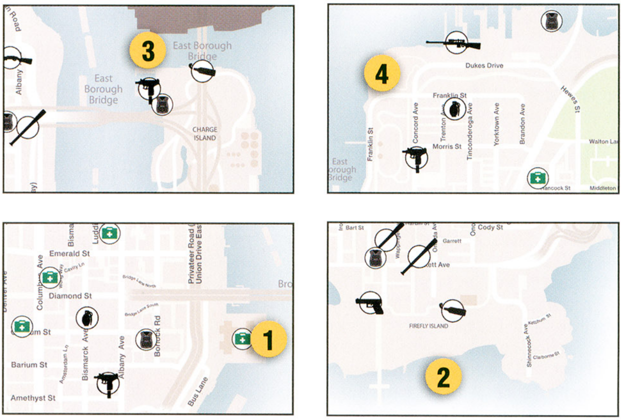
- Complete "Union Drive."

Fail Conditions

- The Russians escape.
- Bernie dies.
- Your boat is stuck, severely damaged, or capsized.
- Let the target get more than 180m away.

Bernie Crane

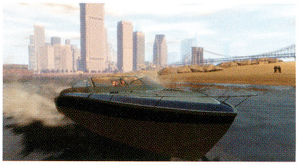
Shortly after you complete "Union Drive," Bernie sends a text message asking to meet Niko at Pier 45. Follow the "**BC**" icon to the pier in Fishmarket South. Bernie wants Niko to take him for a ride on Bryce's Tropic speedboat. The idea is to have something called "fun." This is not a concept Niko is comfortable with these days, but he agrees to try.


3
East Borough Bridge
East Borough Bridge
Albany
CHARGE ISLAND
4
Dukes Drive
Franklin St
Concord Ave
Trenton
Ticonderoga Ave
Yorktown Ave
Brandon Ave
Morris St
Hewes St
Walton La
Hancock St
Middleton
Emerald St
Diamond St
Columbus Ave
Barium St
Amethyst St
Bismarck Ave
Albany Ave
Bollock Rd
Privateer Road (Union Drive East)
Bus Lane
1
Bart St
Cody St
Garrett
FIREFLY ISLAND
Shinnecock Ave
Claiborne St
2

✲ Mission

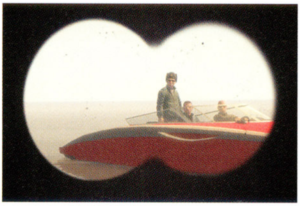
Take Bernie to the coast off Firefly Island.

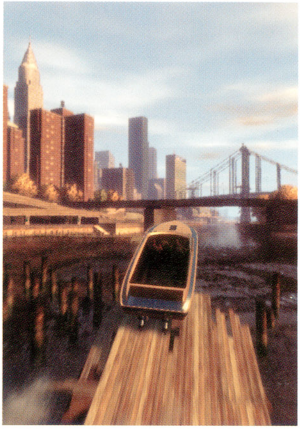
From Pier 45 **(1)**, drive the boat to the destination marker in the water just off the beach at Firefly Island **(2)**. Watch the cut-scene as the "fun" gets cut short by float-by gunfire from a boatload of Russians sending a message from Dimitri. Niko reacts in the way you might expect.



Take out Dimitri's men.

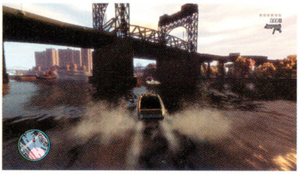
Chase the Russian boat (the red blip) up the Humboldt River and riddle it with gunfire until you blow it up or shoot all of the passengers aboard. The route leads up the left bank of the river, veers east under the north-south span of the East Borough Bridge **(3)**, then curves southward toward the Dukes shore.





Dimitri's men have reached land. Kill them!

If you can't finish off the Russians before they reach the shore, they beach their boat **(4)** and take off on foot. You must make for land, and beach your boat as well, then chase them down (each target marked in red on the radar) and kill them all.



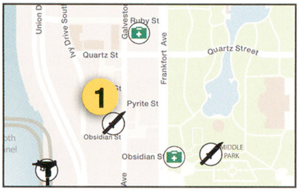
Go back and speak with Bernie.

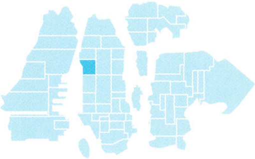
If you've chased down the Russians on foot and killed them, return now to Bernie (marked in blue on the map) and speak with him to wrap up the mission.

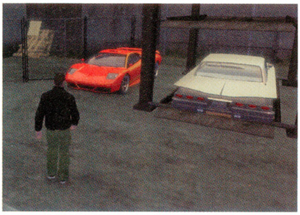
Bryce's Infernus

Bernie Crane

A short time after you complete "Buoys Ahoy," you get a call from Bernie Crane, expressing his gratitude. Bernie says he and his boyfriend, Bryce, want to give you a gift of thanks: Bryce's car, which just happens to be a shiny, new Infernus—one of the hottest cars in the game!







▲ Bryce's Hot Wheels

Completing the mission is necessary to advance the story and ultimately reach 100%, but it doesn't give any percentage points itself.

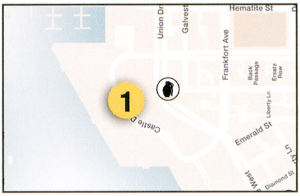
24 PARKING
STOP HERE

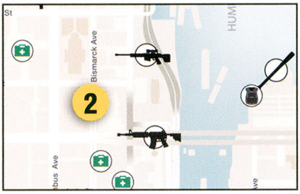
Follow the new "**BC**" icon that appears on your map; it leads to the parking lot **(1)** behind Bernie's building on Ivy Drive South in Middle Park West. The Infernus is parked in the lot's first space, unlocked and ready to roll. Drive this beautiful machine into the reserved spot in front of your safehouse to keep it available for you.

Blood Brothers

Francis McReary

You must complete several other missions for various McReary brothers to trigger this dramatic one (see our Prerequisites list). Follow the "**FM**" icon to meet Francis McReary on Castle Drive, near the waterfront in Castle Garden City. Francis pulls up in his car. He's very concerned about his brother, Derrick, and he wants Niko to do something about it—to "stop him." Francis is meeting Derrick at the courtyard park off Bismarck in Lancet. Yes, the deputy police commissioner now wants to permanently silence his own brother.

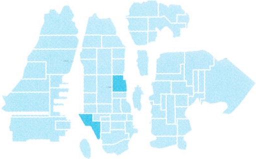




Mission

Go to the courtyard park in Lancet.

From your Castle Drive meeting with Francis **(1)**, follow the yellow GPS route to the park where the McReary brothers are planning to meet **(2)**. During the trip, Derrick calls. He's suspicious of his brother's motives for the meeting and asks for Niko's backup. Nice dilemma. Then Niko automatically calls Francis asking for the plan. Francis hopes Niko is "ready for some fratricide" and tells him to take a cleaning elevator to a roof near the courtyard.



Main Objectives

- Go to the courtyard in Lancet where Derrick and Francis McReary plan to meet.
- Find the nearby lift and ride it to the roof of an adjacent building.
- With your sniper rifle, kill either Derrick or Francis.

Prerequisites

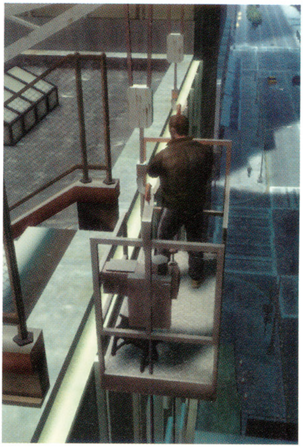
- Complete "Lure" (for Francis McReary).
- Complete "Tunnel of Death" (for Derrick McReary).
- Complete "I Need Your Clothes, Your Boots, and Your Motorcycle" (for Gerry McReary).

Fail Conditions

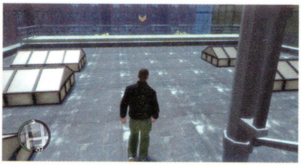
- Fail to kill either McReary (spook them and both escape).
- Kill both Derrick and Francis.
- Leave without killing either brother.
- Fail to get clear of the area after the assassination.

Go to the window cleaning platform.

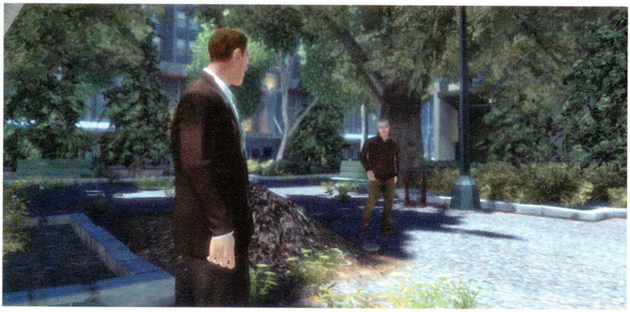
When you arrive near the courtyard, go around to Lorimar Street and find the stacks of boards marked off by hazard cones. Climb up the stacks onto the scaffolding, then find the window cleaning platform and step aboard. A new yellow blip marks the location of the rooftop.



Ride to the rooftop.



Use the controls shown onscreen to raise the platform to the roof level, then proceed onto the rooftop. Step into the yellow marker to trigger a cut-scene: the McReary brothers meet below in the courtyard.



Take out Derrick or Francis when ready.

Now simply target one of the two McReary brothers with your sniper rifle and assassinate him. The choice is entirely up to you. Don't wait too long though. And don't miss! If you do, both brothers get spooked and run off. If that happens, you fail the mission.

Get off the roof and evacuate the area.

Ride the lift back down, hop down to the street, and run until you're clear of the area and the mission-completion save activates. Afterward, Niko automatically calls the lucky McReary brother who survived.

Random Character Unlocked: Clarence

Completing "Blood Brothers" adds another Random Character to the map, Clarence, but only if you didn't kill him for Francis McReary way back in "Holland Nights." (If you did kill him, he's, well... quite dead.) Always keep an eye out for blue Random Character icons. When you spot one, approach the person indicated to trigger an interaction.

Choose the Fates of Francis and Derrick

"Blood Brothers" asks you to make a choice between two of the McReary brothers—one lives and the other dies at your hands. In story terms, the choice affects which brother's funeral Niko will attend during the upcoming "Undertaker" mission. In gameplay terms, the choice you make has specific consequences. For instance, it's a much shorter drive to Francis' cemetery on Colony Island than it is to Derrick's in northwest Dukes. Also, you can call Francis once before the Main Story missions are complete to get rid of a Wanted Level if you kill Derrick.

Prerequisites

- Complete "Holland Nights" to unlock character.
- Must also have spared Clarence in "Holland Nights."

Fail Conditions

- Niko dies.
- You get busted.

Random Character: Clarence

If you allow Clarence to live in Francis McReary's mission, "Holland Nights," then you could run into him on the streets of East Holland.

Mission

Kill Clarence.

Clarence changes his tune with the passage of time. Now he wants you to beg for your life. After the reunion, you automatically take cover behind a nearby column. Pull out an assault rifle and shoot around the corner at Clarence, who is seeking vengeance for his lost reputation. Fill him full of bullets to complete the mission.

Main Objectives

- Wear/buy a nice suit and attend the McReary funeral.
- Fight off the waves of attacking Albanians.
- Drive Packie and the hearse to the cemetery.

Prerequisites

- Complete "Blood Brothers."

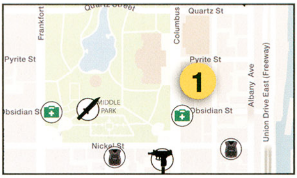
Fail Conditions

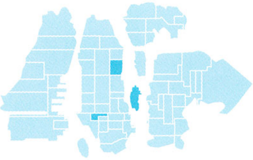
- Any McReary family members die.
- The hearse is destroyed.
- The coffin falls out of the hearse.

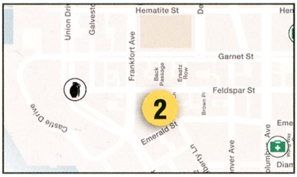
Undertaker

Packie McReary

A few game hours after you complete "Blood Brothers," Niko gets a call from Packie McReary about his brother's death. The call, of course, is different depending on which brother you chose to spare. Packie also tells Niko his brother, Gerry, was taken into custody, then he invites Niko to the funeral at the church in Suffolk. Shortly after Niko hangs up, Kate McReary calls and talks about her brother's death too. Then the game prompts you to change into a nice suit or buy a "smart outfit" (suit and shoes) at Perseus for the funeral.


Quartz Street
Quartz St
Frankfort
Columbus
Pyrite St
Pyrite St
1
Albany Ave
Union Drive East (Freeway)
Obsidian St
MIDDLE PARK
Obsidian St
Nickel St




Union Dri
Galvesto
Hematite St
De
Hen
Frankfort Ave
Back Passage
Ersatz Row
Garnet St
Feldspar St
Brown Pl
2
Castle Drive
Emerald St
Eme
Columbus Ave
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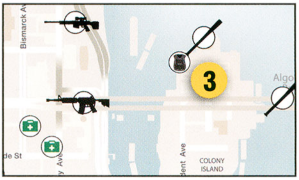
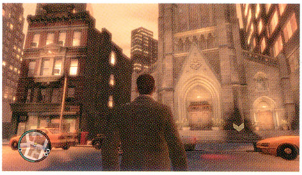
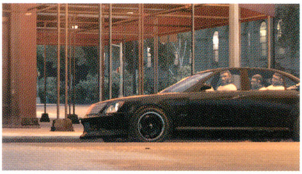

Bismarck Av
3
Algo
de St
Ave
dent Ave
COLONY ISLAND





Mission

Wear a smart outfit—buy one if necessary.

If you're not already wearing a good suit and nice shoes, go to your safehouse and change into them. If you don't already own the proper attire, shame on you—go to a Perseus store and purchase them. The one closest to your church destination is at Pyrite and Bismarck **(1)**, in Middle Park East.

Go to the church and attend the funeral.

Follow the yellow GPS route or take a taxi to the destination, the church **(2)** on Liberty Lane, in the Suffolk district of lower Algonquin. Step into the destination marker to trigger a cut-scene of the funeral. Again, the somber service will be slightly different depending on which McReary brother you chose to terminate. In either case, the beginning of the procession to the cemetery is interrupted by gunshots as Albanian thugs open fire on the church.

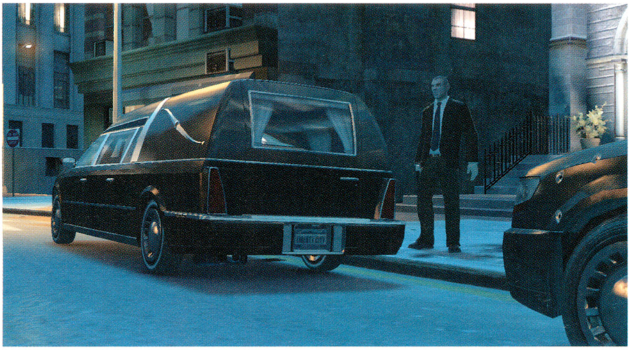
Help Packie fight the Albanian hoods.

This is a straightforward gunfight; Niko and Packie must take on waves of angry Albanians seeking revenge for the McRearys' interventions in their business dealings with the mob. First you face three carloads of attackers, one after the other—two cars from the left and then another one from the right. Each car carries four Albanian gunmen.

After you eliminate those thugs, a squad of four more gunmen slips out of the alley across the street. Once they go down, Packie stands up and says, "There can't be a lot more where they came from, right?" Wrong, Packie. Although the family vacates the church and drives away, Niko and Packie are left behind with the coffin-laden hearse.

Rocket the Cars

If you have an RPG, try to nail each approaching Albanian car with a rocket before it stops. Direct hits can wipe out entire carloads of thugs.



Drive Packie and the hearse to the cemetery.

Hop into the driver's seat of the hearse and wait for Packie to join you at shotgun. The burial plot for Francis is in the cemetery on Colony Island **(3)**—if you're hauling Derrick's body in the hearse, then you need to head for his plot in Steinway, Dukes. Follow the yellow GPS route. Shortly after you take your first turn, another carload of Albanians cuts across your route and you lose the hearse's back door. You must drive carefully now; sudden jolts or collisions can cause the coffin to fall out. If that happens, you fail the mission. The trip is made more difficult by Albanian pursuit at first, but that drops off as you approach Leaper's Bridge leading over to Colony Island.

Pull into the destination marker to trigger the mission-ending cut-scene in the cemetery. Some time after the funeral, Niko gets a call from an "Unknown Caller," who turns out to be Gerry McReary. He's calling from the Alderney State Correctional Facility and wants you to visit him. This puts his "**GM**" icon on the map in south Alderney where the prison is located.

I'll Take Her...

Gerry McReary

Follow the "**GM**" to the Alderney State Correctional Facility and step into the destination marker at the front gate to trigger your first prison meeting with Gerald McReary. Gerry can't talk openly via the monitored prison phone, but he has a job in mind and suggests that Niko talk to Packie. Afterward, Niko automatically calls Packie and learns the plan is to kidnap old man Ancelotti's daughter, Gracie. She's selling her car online, a pink Feltzer, and Packie wants Niko to pose as a buyer to meet her. Then he can bring her to an alleyway off Sacramento up in northern Alderney. Packie warns Niko to play along with the fake test drive in her neighborhood, which he calls "a real mobbed up area."

Main Objectives

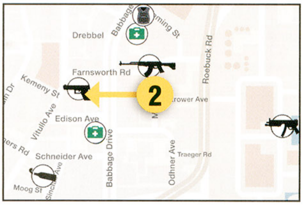
- Meet Gerry McReary at the state pen.
- Go to an internet café.
- Get the info about the car for sale by Ancelotti's daughter, Gracie.
- Set up an appointment with Gracie for a test drive.

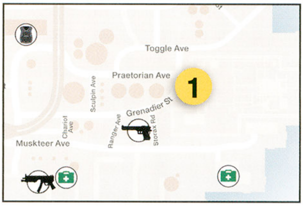
Prerequisites

- Complete "I Need Your Clothes, Your Boots, and Your Motorcycle."
- Complete "Undertaker."

Fail Conditions

- None other than universal fail conditions (arrest or death).


Drebbel
Babbage
Farnsworth Rd
Roebuck Rd
Kemeny St
2
Edison Ave
Vitullo Ave
Schneider Ave
Babbage Drive
Odhner Ave
Traeger Rd
Moog St
Sinclair Ave


Toggle Ave
Praetorian Ave
1
Grenadier St
Sculpin Ave
Chariot Ave
Ranger Ave
Storax Rd
Muskteer Ave

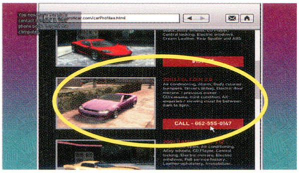
LIBERTY CITY CORRECTIONAL FACILITY
DUTY OFFICER ROTATION
A SHIFT
RICHARD HEAD
RELIEF

Mission

Go to a computer terminal.

From the Alderney State Correctional Facility **(1)**, go to the nearest internet café **(2)**—the tw@ on Vitullo Avenue at Kemeny Street in the Berchem district of Alderney. Go inside and log on to a computer.

Find Grace's ad.


carProfiles.html
CALL - 662-555-0147

Click on the AutoEroticar.com ad and select "View Cars." Scroll down to the ad for a pink 2003 Feltzer. Note also that all inquiries or viewing must be done between 8am and 9pm. When you log off the computer, a new phone number for "Mob Daughter" automatically appears in your phonebook. This completes "I'll Take Her…"

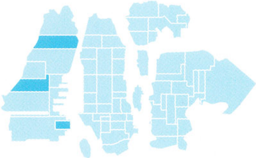
Call Gracie and arrange a test drive.

To trigger the next part of the mission, you must arrange a meeting with Ancelotti's daughter. Wait until your cell phone clock shows a time between 08:00 and 21:00 hours, then call "Mob Daughter" from your phonebook. She tells you to come to her place on Babbage Drive. Gracie Ancelotti now appears as a blue blip on your map.

Packie's Reminder

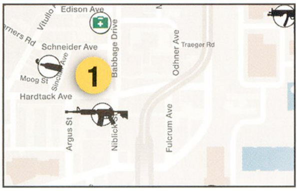
If you don't call Ancelotti's daughter about her car for a while, Packie will call Niko's cell phone and remind him to do so.

…I'll Take Her



Grace Ancelotti

If you haven't done so already, you must call Gracie Ancelotti ("Mob Daughter" in your phonebook) between 8am and 9pm to arrange a viewing of her Feltzer convertible. She invites you to her house on Babbage Drive in Acter.


Edison Ave
Vitullo
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Schneider Ave
Babbage Drive
Odhner Ave
Traeger Rd
Sinclair Ave
Moog St
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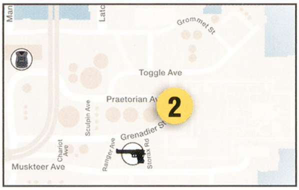
Hardtack Ave
Argus St
Niblick
Fulcrum Ave


Grommet St
Toggle Ave
Praetorian Av
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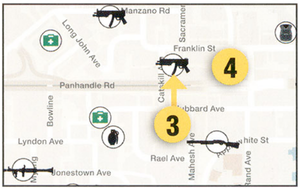
Grenadier St
Sculpin Ave
Chariot Ave
Ranger Ave
Storax Rd
Muskteer Ave


Manzano Rd
Long John Ave
Franklin St
4
Panhandle Rd
Catskill Ave
Hubbard Ave
3
Bowline
Lyndon Ave
Rael Ave
Mahesh Ave
White St
Jonestown Ave
Rand Ave

Main Objectives

- Go to Gracie Ancelotti's house.
- Take a test drive in her Feltzer.
- Kidnap Gracie by driving to the safehouse.

Prerequisites

- Complete "I'll Take Her…"

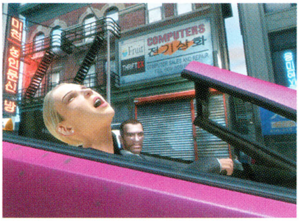
Fail Conditions

- Attack Gracie or the car before the test drive.
- Gracie's car is destroyed and she escapes.
- Gracie dies.
- You get out of Gracie's car while she's freaking out.
- You park in Gracie's driveway while she's freaking out.

Mission

Meet Gracie Ancelotti at her house.

Follow the blue GPS route to Gracie's house at the south end of Babbage Drive in Acter **(1)**. Approach Gracie in her driveway to trigger a quick cut-scene: Niko meets Gracie and gets in the Feltzer with her for a test drive. She suggests you drive to the south coast.



Test drive the car to the coast.

Follow the yellow GPS route toward the south coast area **(2)**. Along the way, Niko chats pleasantly with Gracie. As you approach Praetorian Avenue, the game prompts you to "initiate the kidnapping" and you get a new yellow destination blip on your map.

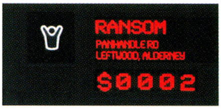
Drive Gracie to the safehouse.

Follow the new yellow GPS route that leads to the safehouse that Packie told you about up in Leftwood **(3)**. As you drive this route, Gracie goes from suspicious to hysterical. She eventually starts yanking the steering wheel, veering the car wildly about. Be ready to steer against her wheel grabs. Niko finally knocks her out and the rest of the drive is uneventful.

Take the girl into the safehouse.

As you drive into the destination marker just off the street, another marker is set a short distance down the alley **(4)** where the safehouse is located. When you hit the second destination marker, Niko delivers the unconscious Gracie to Gordon, one of Gerry McReary's boys. This completes "...I'll Take Her." Niko calls Packie, who says he'll be in touch once he gets things in motion.

After some time, Packie calls and tells Niko that Gracie's father doesn't believe she's been kidnapped, so you need to take a photo of her. This puts a new "Ransom" icon on the map.

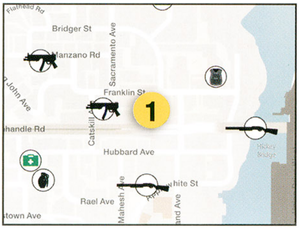


RANSOM
PANHANDLE RD
LEFTWOOD, ALDERNEY
$0002

Ransom

Packie McReary

After Packie calls about needing a photo of Gracie Ancelotti as proof of kidnapping, follow the "Ransom" icon to the safehouse where she's being held.



Main Objectives

- Return to the safehouse and find the room upstairs where Gracie is held.
- Get Gracie to look up at you, then take a photo and exit the building.

Prerequisites

- Complete "...I'll Take Her."

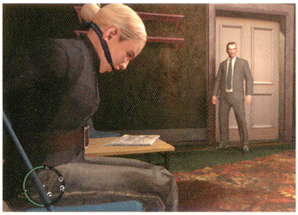
Fail Conditions

- Gracie dies.

Mission

Go upstairs to the safehouse.

At the safehouse **(1)**, go through the dark-colored door. (It's the one just to the right of the Nails salon.) Climb one flight of stairs; you hear the gagged Gracie moaning through the door to your right. Enter the room to find Gracie tied to a chair.



Take a photo of Gracie.

Gracie has her head down, so approach her and press the button indicated onscreen to get her to look up. Then bring up your cell phone, select "Camera," center Gracie in the picture, and then press the Capture button.

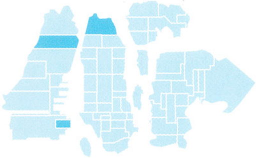
Get out of the building.

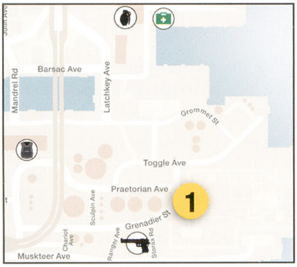
Send the photo before exiting the building to complete "Ransom." Some time later, you get a text message from Packie telling you to go see his brother Gerry during visiting hours. This puts the "**GM**" icon back on the map for the next Gerry McReary mission.

She's a Keeper

Gerry McReary

Follow the "**GM**" icon to the Alderney State Correctional Facility for another meeting with the incarcerated McReary brother. Gerry, speaking in a clumsy code over the prison-monitored phone, suggests that Niko move Gracie Ancelotti to a new safehouse in Algonquin.




Barsac Ave
Mandrel Rd
Latchkey Ave
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Toggle Ave
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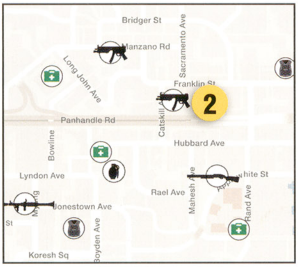
1
Sculpin Ave
Grenadier St
Chariot Ave
Ranger Ave
Storax Rd
Muskteer Ave


Bridger St
Manzano Rd
Sacramento Ave
Long John Ave
Franklin St
2
Catskill Ave
Panhandle Rd
Hubbard Ave
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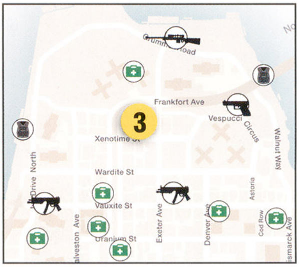
White St
Rael Ave
Mahesh Ave
Rand Ave
Jonestown Ave
Boyden Ave
Koresh Sq


Grummer Road
Frankfort Ave
Vespucci Circus
3
Xenotime St
Walnut Way
Drive North
Wardite St
Vauxite St
Galveston Ave
Uranium St
Exeter Ave
Denver Ave
Astoria
Cod Row
Bismarck Ave

Main Objectives

- Go to the Alderney safehouse where Gracie is being held to pick her up.
- With Gracie in the trunk, drive to a new safehouse in Algonquin without killing her by driving recklessly.

Prerequisites

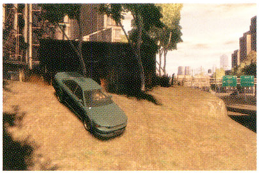
- Complete "Ransom."

Fail Conditions

- Gracie breaks her neck due to your reckless driving.
- Gracie dies because the car is too badly damaged by gunfire from the pursuing Ancelottis.

Safer Shortcut

From the start, find the dirt path that starts just past the garages on your left. This takes you down a hill, then left onto a sidewalk running alongside the freeway. Veer full speed onto the freeway to avoid three carloads of Ancelottis, who are waiting for you at the first intersection if you follow the original yellow GPS route. The shortcut leaves only two Ancelotti cars to deal with, giving you (and Gracie) a better chance of survival.



Mission

Go to the safehouse.

From the state pen **(1)**, go back to the Alderney safehouse **(2)** where Gerry's boys are holding Gracie Ancelotti. Enter and climb the stairs to trigger a cut-scene in which Gordon hauls the bound and gagged Gracie to a car for transport.

The Ancelottis are on to you, so move Gracie to the new safehouse quickly.

As the onscreen directive explains (and as Gerry tried to convey in prison), the Ancelotti mob has tracked down Gracie, so you have very little time to move her. Follow the yellow GPS route to the new safehouse **(3)** over in Northwood, Algonquin. Ancelotti cars immediately intercept your car and open fire.

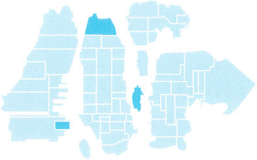
Drive fast, zigzag to evade gunfire, and return fire if enemy cars manage to pull abreast or even get ahead of you and cut you off. But don't drive so fast that you lose control and damage the car, or you'll kill Gracie. It's a balancing act—enough aggressive driving to get to the safehouse fast, but not so reckless that you suffer multiple collisions and kill your prisoner in the trunk.

Quick But Careful

Remember, there are no seat belts in the trunk. Despite her ferocity, Gracie is human and fragile, especially when subjected to high-velocity maneuvers. You may kill Gracie without knowing it until the mission's end. If you don't hear her muffled complaining, that's a bad sign.

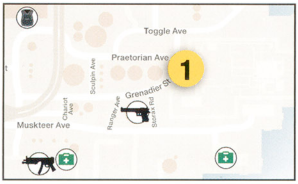
When you pull into the destination marker, watch the cut-scene. If you drove too wildly, Packie may find Gracie deceased with a broken neck. If so, try the mission again with a gentler touch on the steering and acceleration. After you deliver Gracie in one piece, the mission is passed and Gerry McReary's "**GM**" icon immediately reappears on the map.

Diamonds Are a Girl's Best Friend



Gerry McReary

Follow the "**GM**" map icon back to Gerry at the Alderney State Correctional Facility. He isn't too happy during this meeting; the authorities have uncovered enough to keep him up the river for a long time. But Ancelotti is ready to deal for his daughter. Afterward, Niko calls Packie, who waits with Gracie off of Frankfort Avenue in up Northwood.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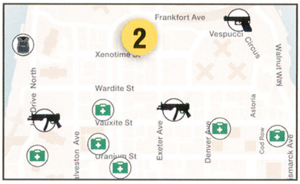
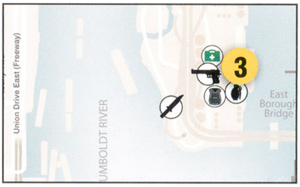
Sculpin Ave
Grenadier St
Chariot Ave
Ranger Ave
Storax Rd
Muskteer Ave


Frankfort Ave
2
Vespucci Circus
Walnut Way
Xenotime St
Drive North
Wardite St
Vauxite St
alveston Ave
Uranium St
Exeter Ave
Denver Ave
Astoria
Cod Row
smarck Ave


Union Drive East (Freeway)
3
UMBOLDT RIVER
East Borough Bridge

Mission

Go to Packie's car in Northwood.

From the state pen **(1)**, head over the bridge to Algonquin, then continue north to Packie's car **(2)** parked in an alley off Frankfort Avenue in Northwood. Get in the car; Packie tells you the exchange is at the water treatment plant on Charge Island.

ALDERNEY STATE CORRECTIONAL FACILITY

Drive to the Charge Island Sewage Works.

Drive to the plant **(3)** on Charge Island, following the yellow GPS route. Upon arrival, you receive a new directive.

Go around the back to the exchange point.

Drive through the entry gate and veer right to find the destination marker. Pull into it to trigger a cut-scene. The exchange seems to go as planned until Gracie is handed over to the Ancelotti boys. Then a car roars up from behind… and who should emerge but Bulgarin, the Russian thug who thinks Niko ripped him off.

Main Objectives

- Drive Packie and Gracie to the exchange on Charge Island.
- When ambushed, fight off the attackers with Packie.
- Kill Bulgarin's men until you find the one with the diamonds.

Prerequisites

- Complete "She's a Keeper."

Fail Conditions

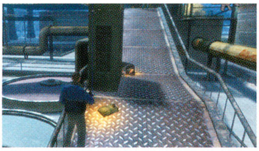
- Packie or Gracie dies.
- Packie's car is destroyed.

New Elements Introduced

- New Random Character: Gracie (three game days later).

▲ Armor Up

Don't miss the Body Armor on the metal ramp leading to the plant's upper level and raised catwalks.



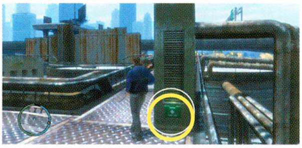
Take out Bulgarin's men.

Bulgarin has a *lot* of men on the site, but Packie wants those diamonds. From behind the cover of your car, take out the first wave of hostile gunmen. Packie is marked in blue; stay near him as he moves across the area. Most of the gunmen in the first wave are down low, but watch out for many more on the upper walkways and stairs leading up the tanks as you advance.

Keep following Packie as he moves up the ramp to the next level. When you reach the far end of the raised walkway, Packie suggests you split up, saying he'll take the "high road" while you go low.

Make your way across to the walkway.

As you move down the ramp and reach its location, more carloads of Bulgarin's men screech into the plant below. Nail the arriving cars with heavier ordnance if you have any (use the Grenades on the catwalk), then pick off any surviving gunmen on the ground from the catwalks.



Catch up to Packie again across the middle walkway and give him support against another wave of shooters on the upper level. Look for a First Aid Kit, a most welcome sight at this point, hanging on the side of a power box at the end of a T-intersection.

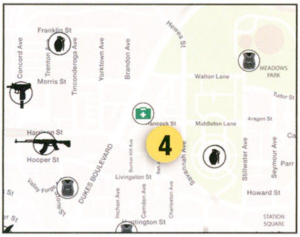
When the area is clear, Packie runs up ahead and stops. Catch up to him to trigger a quick cut-scene: Niko and Packie corner the dude with the diamonds. But then the trapped goon tosses the ice down into a fully loaded dump truck driving away! Listen to the radio after this mission. There is a story on the news about someone finding the diamonds a few hours later.

Random Character Unlocked: Gracie

Three game days after you complete "Diamonds Are a Girl's Best Friend," Gracie Ancelotti is added to the map as another Random Character. If you run into her, you can bet it won't be a particularly pleasant experience. Always keep an eye out for blue Random Character icons. When you spot one, approach the person indicated to trigger an interaction.

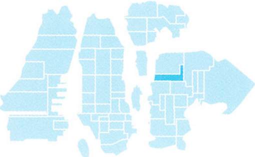
Take out the last of Bulgarin's men.

Chase down Bulgarin's stupid thug to eliminate him and his last partner, who takes cover behind some liquid storage tanks.



Franklin St
Concord Ave
Trenton Ave
Ticonderoga Ave
Yorktown Ave
Brandon Ave
Hewes St
MEADOWS PARK
Morris St
Walton Lane
Tudor St
Hancock St
Middleton Lane
Aragon St
Harrison St
4
Hooper St
DUKES BOULEVARD
Bunker Hill Ave
Savannah Ave
Stillwater Ave
Seymour Ave
Livingston St
Valley Forge Ave
Stones St
Inchon Ave
Camden Ave
Charleston Ave
Howard St
Huntington St
STATION SQUARE

Take Packie back to his Ma's house.



Work your way back down to ground level and grab a car. Wait for Packie to join you, then drive him back to the McReary home **(4)** over in the Meadows Park area of Dukes. Drive into the destination marker to end the mission.

Random Character: Gracie

Remember Gracie Ancelotti? You kidnapped her for Gerry while he was incarcerated. When she spots you on the street as you pass her home in Acter, she screams bloody murder and sics her five guards on you.

Prerequisites

- Complete Gerry McReary's mission, "Diamonds Are A Girl's Best Friend" and wait three game days for a call from Gerry about protecting the family.

Fail Conditions

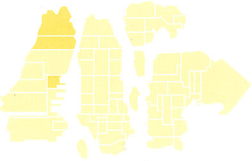
- None other than universal fail conditions (arrest or death).

Mission

Take out the Ancelottis.

Gracie unleashes her five guards on you. Four appear from around her house and another from behind a car in the street. Retreat to a nearby car or anything that can provide cover. Use wall-hug maneuvers, then target and kill all of them, using an effective long-range weapon like an assault rifle. The mission is complete when they're dead. Look for the guards as red blips on the radar.

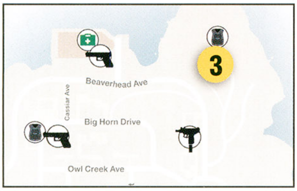
A good tactic for keeping bullets out of your body is to jump into the car in Gracie's driveway and head into the street. Perform some drive-by attacks on the targets, then exit the vehicle before it becomes completely riddled by Ancelotti bullets. Use this car for cover to shoot the guards while on foot. The Ancelottis drop loads of money, so quickly run around and collect it all when the coast is clear before it fades away.

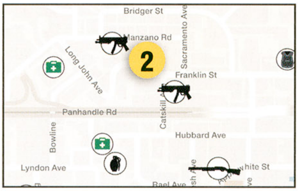


Truck Hustle

Phil Bell

Shortly after you completed "Late Checkout," Ray Boccino sent a text to Niko asking to meet him and Phil Bell at a depot in Normandy. This put a "**PB**" icon on your map; follow it to the destination marker to meet Phil at his office. The Triads gang is desperate to sell off a large drug stash, so Phil thinks it might be ripe to be stolen. The shipment is on a truck going to Franklin Street and Westdyke.


3
Beaverhead Ave
Cassiar Ave
Big Horn Drive
Owl Creek Ave


Bridger St
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Franklin St
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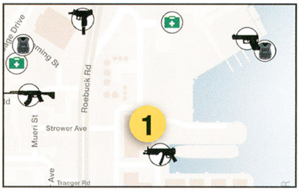

ming St
Roebuck Rd
Strower Ave
Mueri St
1
Traeger Rd

Main Objectives

- Find the truck full of drugs and wipe out its guards.
- Latch onto the truck as it leaves.
- Work your way from the truck's back to the cab.
- Deliver the truck to the house in Westdyke.

Prerequisites

- Complete "Late Checkout."

Fail Conditions

- Drive too far away from the area.
- Lose the truck.
- The truck is destroyed.

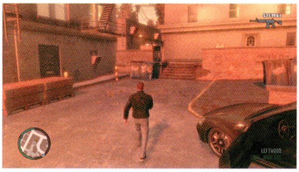
New Elements Introduced

- Unlocks the Jimmy Pegorino missions.
- New Procedural Missions: Assassin.

Mission

Go to the alley.

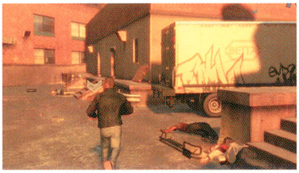
From Phil's depot office **(1)**, follow the yellow GPS route to the alley up in Leftwood **(2)**. Step into the destination marker to trigger the arrival of the drug-laden truck, along with some Triads and members of another gang making the purchase.

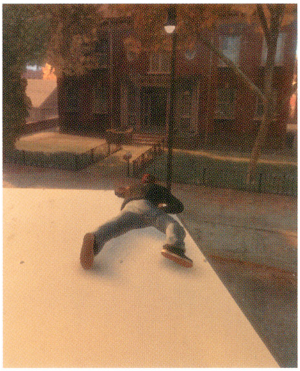


Steal the truck.

From behind the cover of the low wall where you stand, pick off as many gang members as you can. It's you versus an army, so toss grenades at cars, pick off hard-to-hit targets with a sniper rifle, and stay planted behind the wall until the enemy numbers dwindle. Watch for enemy advancements and keep them from getting so close that they compromise your cover. Once no more movement is seen, advance toward the truck (marked blue on radar), gunning down any remaining gangsters as a few may appear from the alley on the right as you approach the truck.

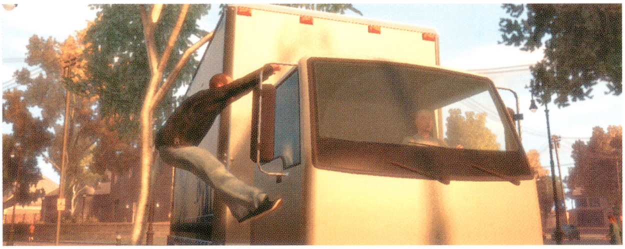
Once you're within a few yards of the truck, it suddenly takes off! One last soldier is trying to salvage the shipment. Run after the truck's rear bumper. When you get near, watch Niko make a diving grab to snag the back end of the truck.





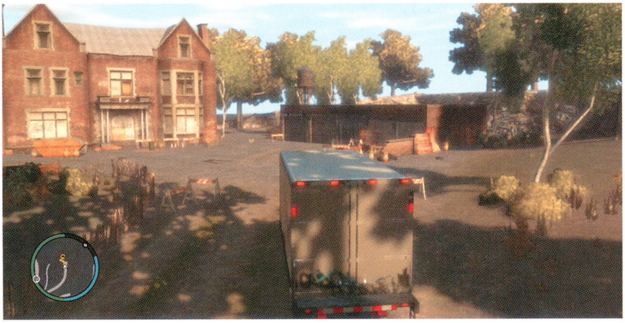
Make your way to the front of the truck!

Start repeatedly tapping the button indicated onscreen to pull yourself onto the truck's roof. Then follow the onscreen control prompts to advance toward the cab and to hang on when the truck whips around corners, slinging you from side to side. Use side rolls to center yourself on the top of the truck quickly if you find yourself near the edge. Whenever the truck is NOT in a turn, advance forward toward the truck's cab. When Niko finally reaches the front, he slams in through the passenger side window and lodges a complaint about the driver's road skills.



Drive the truck to the old mansion.

Once you gain control of the truck, Niko calls Phil, who says he wants the truck delivered to his nephew, Frankie, at the big house **(3)** at the end of a private drive off Beaverhead Avenue in Westdyke. Follow the yellow GPS route to get to the dilapidated old mansion. When you drive into the destination marker, watch the mission-ending cut-scene and then hop onto the nearby Sanchez to motor back to civilization.



Some time after you complete the mission, Niko gets a text message from Phil Bell, asking him to stop by. The "**PB**" icon then reappears on your map and you can go visit Phil at the Honkers in Tudor to get another mission assignment from him.

◎ New Mission Strand Opens!

Shortly after you complete "Truck Hustle," Niko gets a call from Phil Bell saying he told "Jimmy P" about you and now the Alderney mob capo wants to meet you. Jimmy Pegorino's "J" icon now appears on the radar map. You can visit him at his house off Beaverhead in Westdyke and try "Pegorino's Pride," the first of a series of missions for Jimmy.

New Procedural Missions: Assassin

When you finish "Truck Hustle," you get a call from Phil Bell; he tips you off to a mystery guy who needs some work done. Any time you want to earn extra cash, go to the payphone (see the call-out on our Odd Jobs fold-out map) and walk into the destination marker. It also appears on your in-game map as a crosshairs icon.The "fixer" calls the payphone and directs you to the target's location. There are 9 Assassin Procedural Missions available from this "fixer."

Prerequisites

- Complete Bell's "Truck Hustle" mission and receive "High-End Assassin" phone call from the Fixer.

Fail Conditions

- Target(s) escapes.

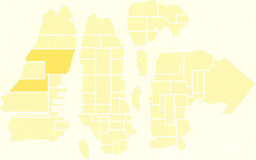
Procedural Missions: Assassin

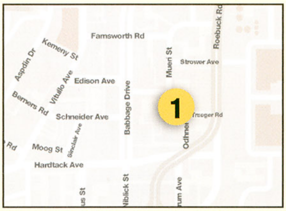
Once you complete Bell's mission "Truck Hustle," you receive the "High-End Assassin" phone call. At this time, the Fixer directs you to a telephone in Alderney (indicated by a target icon) where you can call him to receive one of these *randomly assigned* jobs:

ASSASSIN JOBS
Migration Control
Bailing Out for Good
Derelict Building
Rub Down
Water Hazard
Dead End
Industrial Action
Taken Out
Hook Line and Sinker

Migration Control

The Fixer **(1)** wants you to take out a target on top of the Booth Tunnel **(2)** in Alderney City. Find some Body Armor and the mission-specific weapon in the corner behind the payphone fence.




Farnsworth Rd
Kemeny St
Aspdin Dr
Edison Ave
Vitullo Ave
Berners Rd
Schneider Ave
Babbage Drive
Muen St
Strower Ave
Roebuck Rd
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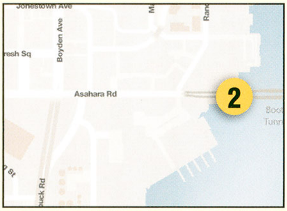
Treeger Rd
Odhner
Sinclair Ave
Moog St
Hardtack Ave
Niblick St

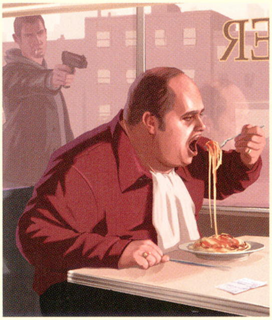

Jonestown Ave
Boyden Ave
Asahara Rd
2

Assassination Tools

After every phone call job with the Fixer, Body Armor and a mission-specific weapon are generated on the other side of the fence from the phone. Make sure to pick these up before you run off to your target.

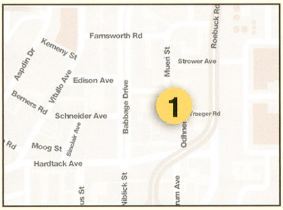
Details

You can take a cab to your target destination. Run east from the street toward the sound of the helicopter, then continue along the shoreline pathway until you spot the helipad. Equip the RPG and launch a few shells at the helicopter preparing to lift off. Watch the decimated area on your radar and look for the red blip. The target may have survived. Move in closer with a shotgun in hand and take care of business.



Bailing Out For Good

The Fixer gives your assignment over the payphone. He says it's a high-risk target at the police station in Leftwood.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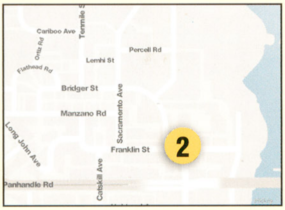
Rd
Babbage Drive
Mueri St
Strower Ave
Roebuck Rd
Traeger Rd
Odhner
Niblick St
1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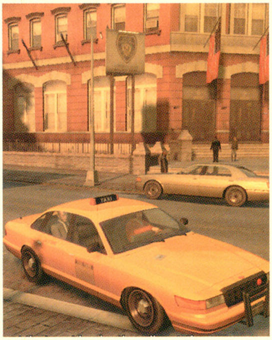
Ortiz Rd
Tenmile St
Flathead Rd
Lemhi St
Percell Rd
Bridger St
Manzano Rd
Sacramento Ave
Long John Ave
Franklin St
2
Panhandle Rd
Catskill Ave

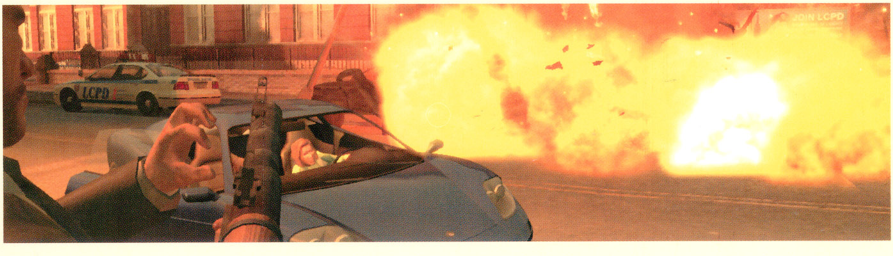
Details

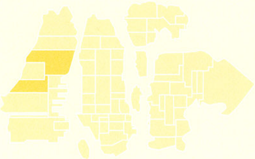
After receiving the job **(1)**, head around the fence and pick up the Body Armor and the mission-specific weapon. A cab is usually nearby for a quick trip to the target; if not, then jack a car and head north to the target in Leftwood.

Having a rocket launcher for this mission is recommended; it's nice to have one in any mission. Jump out of the cab and quickly look toward the police station on the corner **(2)**. Your target, who is indicated by a red arrow overhead and appears as a red blip on the radar, is being escorted from the police station to a car. Snipe him before he enters the parked vehicle or shoot the car with a rocket when he gets near or in the vehicle.

Make a quick getaway to avoid the cops' retaliation. You may receive a one-star Wanted Level, although you must eventually outrun it, it's not necessary to complete the objective. If you stick around, that one star could rise to two, so walk and talk to the Fixer (Niko automatically calls him immediately after each completed mission).

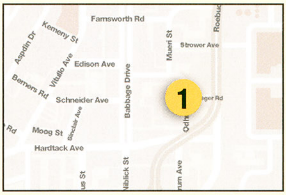



LCPD
JOIN LCPD



Derelict Building

Three men (targets) have been lured to an abandoned building in Alderney City. Finish them there. Grab the Body Armor and the mission-specific weapon behind the fence before you take off for your assignment.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Mueri St
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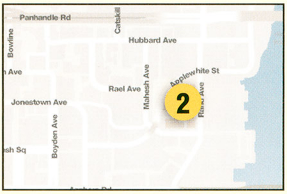
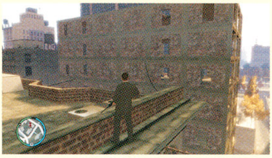
Berners Rd
Babbage Drive
Schneider Ave
Sinclair Ave
Moog St
Hardtack Ave
Niblick St
1

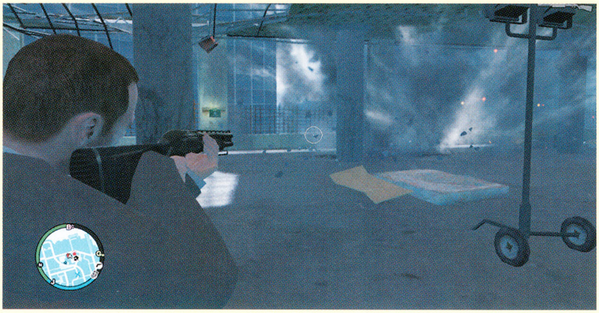

Panhandle Rd
Catskill
Bowline
Hubbard Ave
Applewhite St
Rael Ave
Mahesh Ave
Jonestown Ave
Boyden Ave
2

Details

From the start point **(1)**, take a cab or jack a car and head to the location in northern Alderney **(2)**. Notice the large, seven-story building where the targets are originating. There are two targets on the floors above and one on the ground floor who runs to the basement of the building. Note that there are First Aid Kits on the walls of two floors of this building.You can heli-drop onto the rooftop and work your way down or enter on the ground floor, then take out the target in the basement and work your way up. You can also jump up to the fire escape on the adjacent building, work your way up to its rooftop, and then take out a couple of targets from the adjacent building's rooftop, but you probably won't be able to rocket launch, snipe, or grenade all the targets from that vantage point. The police are often alerted when you try.

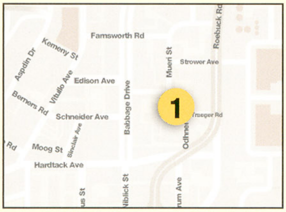
Each floor is host to two or three armed gunmen. Use cover, grenades, and the explosive propane tanks to your advantage. Be careful as you climb or descend each level ramp. Move in first-person manual aim mode and be ready to pick off those waiting near the ramps on the next level. Then, run back for cover and work your way toward the targets. Although a Wanted Level is usually given on the second guy because of the amount of shooting going on, this may not happen. If so, escape the area to shed your stars. The mission is complete when you take out the third and final target.





R.U.B. Down

The voice on the phone **(1)** tells you the target is in Acter Industrial Park **(2)**. Find Body Armor and a mission-specific weapon on the other side of the fence from the payphone, then jack a fast vehicle and drive to the target destination.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Traeger Rd
Sinclair Ave
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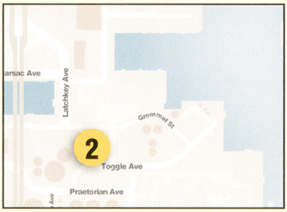
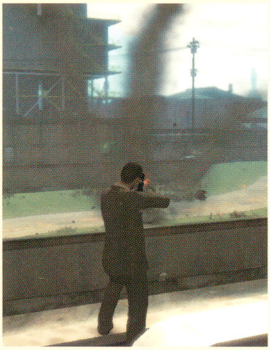
Moog St
Hardtack Ave
Niblick St


arsac Ave
Latchkey Ave
Grommet St
2
Toggle Ave
Praetorian Ave

Details

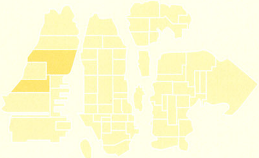
Upon arrival at the destination, you find a modest park-like alley between a small police station and the Terroil plant. Your targets are on and around three motorcycles in this area. The key to a quick win is to take away the enemies' ability to escape on bikes. This may be accomplished in several ways. You can fly through in a vehicle, making sure to run into both bikes as you do. Another option is to launch a rocket launcher shell or two into the middle of their gathering from a rooftop of the small Terroil building next to the park.

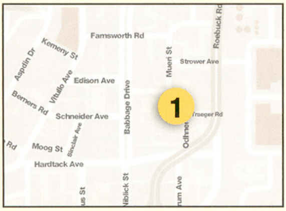


If you're quick with the sniper rifle, you can also pick off the bike riders before they escape the park. Once the bikes are out of the mix, pick off the remaining targets. The nearby police station increases the chances of a Wanted Level during your shooting spree, so don't let the cops catch you off guard.

Taken Out

The Fixer **(1)** has another job. The target is in a car moving around Alderney. Grab the Body Armor and mission-specific weapon from behind the fence and jack a fast car, then follow the yellow GPS route to the target destination **(2)**.

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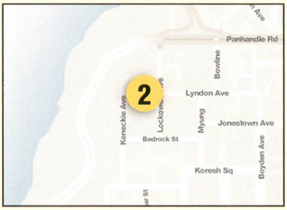
Hardtack Ave
Niblick St


Panhandle Rd
Bowline
2
Lyndon Ave
Keneckie Ave
Myung
Jonestown Ave
Bedrock St
Boyden Ave
Koresh Sq

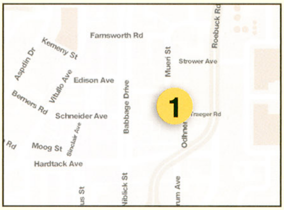
ZiT
WE'LL SPOT THE SONG FOR YOU
TRACKING TUNE
CALL 948-555-0100

Details

A caravan consisting of a large limo and a couple of SUVs is moving along. Your target is the limo. The moment you show an act of aggression, including bumping into any of the vehicles, the caravan becomes aggressive and evasive. The best plan is to advance a block ahead of these vehicles, then get out of your car and put a rocket shell through the limo. Sometimes this is easy (when they are stopped at a light or haven't yet begun to move); other times the task is more difficult, resulting in a drive-by chase. Just remember to target the limo first—this is your primary target. The mission could be passed with just one well-placed rocket shell to the limo.

Industrial Action

The Fixer **(1)** wants you to eliminate three targets at the refinery **(2)** in the Acter Industrial Park. Grab your Body Armor and mission-specific weapon from behind the fence and catch a cab to the destination.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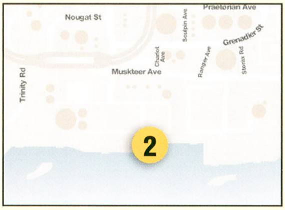

Nougat St
Praetorian Ave
Sculpin Ave
Grenadier St
Chariot Ave
Ranger Ave
Stomax Rd
Trinity Rd
Muskteer Ave
2

Details

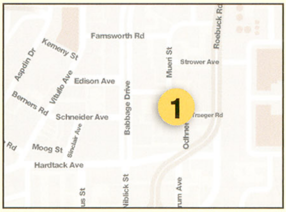
You need to be careful in this mission to avoid activating the target area and then traveling too far out of range—this will fail the mission as it allows the enemy to escape.

Work your way up the metal stairs near the main road. Follow the catwalks up as high as you can. From the top tier you can pick off all the targets on the adjacent multi-story structure, the Globe Oil facility, with a sniper rifle. You must ping a handful of targets, and the sooner you can take them out, the less chance there is of attracting police attention. If you need health, you can find a First Aid Kit on one of the exterior, ground level walls of the two structures where most of the targets are perched.

There's an outdoor stair access to the buildings on the south side if you prefer a much more up close and personal approach to the mission. There's also a large generator box near the top of the first flight of stairs where you can cover and begin thinning their numbers. Be careful, though—one or more targets may rush you if you get this close to them. Don't get caught off guard while looking through the sniper scope. Before you have completed this mission, walk over to the large duffel bag that the main targets were making their deal around to pick up a quick $10,000. The bag is located in the middle of the lower walkway between the two refinery buildings.

Hook, Line and Sinker

The target is on a boat on the northern mouth of the West River. Take the Body Armor and the mission-specific weapon **(1)** on the other side of the payphone fence, then ride a cab to the target location.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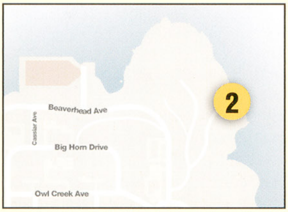
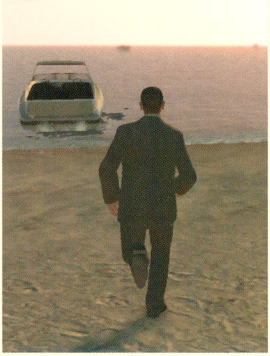
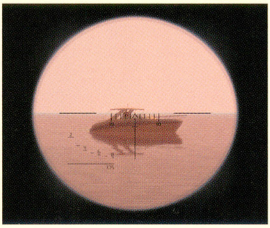

2
Beaverhead Ave
Cassiar Ave
Big Horn Drive
Owl Creek Ave

Details

Make sure you have a sniper rifle before arriving at your destination **(2)**. When the cab drops you off on a dirt road, follow the red blip on the radar to the beach where you'll find a docked boat. The target appears in the distance, in a boat of his own off the coast.

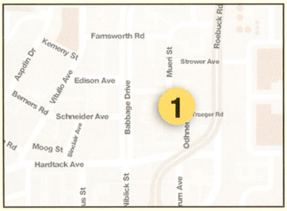


There are two guys in the Tropic boat; your target has the red arrow overhead. Stand on the edge of the beach with your feet in the water and snipe the target from the shoreline. You can even get a little closer using the boat at the dock, but don't go past the old posts in the water or you'll initiate a boat chase. Step from behind the boat wheel, select your sniper rifle, crouch down for stability, and shoot the target from a little better vantage point.



Dead End

The Fixer **(1)** is vague with his details about eliminating a target in Alderney City. Grab the Body Armor and mission-specific weapon, then jack a car and race to the target destination **(2)**. Do not take a cab unless you set a nearby waypoint. If you go directly to the target in a cab, the target takes off in his getaway car and you are left standing there.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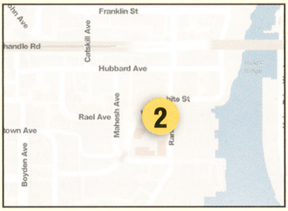

2
Franklin St
Catskill Ave
handle Rd
Hubbard Ave
Mahesh Ave
Rael Ave
hite St
town Ave
Boyden Ave
Ran

Details

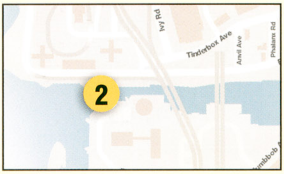
When you reach the target destination, chase the getaway Patriot into a nearby alley. The occupants leave the vehicle and enter a loading bay. Depending on the alley entrance you enter, you may get boxed in by a second car. Beware that the occupants of this backup car will get out and approach you, even rip you out of your vehicle if you don't gun them down soon enough.

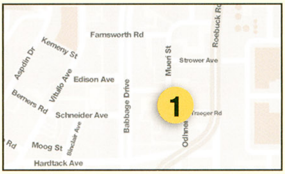
Stay in your vehicle as long as you can, while performing drive-by attacks on the targets. This keeps you somewhat safe; long enough to thin their numbers. When you exit the vehicle, use the walls for cover. Toss grenades and fire your assault rifle to finish off the targets. Cops are often on the streets in this area, so don't accidentally target them or you'll earn an automatic three-star Wanted Level. There is a First Aid Kit on one of the pillars of the loading bay.

You can also end the whole "dead end" trap by launching a rocket at the target Patriot before it even reaches the dead end.

Water Hazard

The Fixer **(1)** says your target is on a boat trip in the channel between Tudor and Acter. He wants you to ensure they don't return from their outing. Grab the Body Armor and mission-specific weapon near the fence, then take a cab to the target destination **(2)**.


2
Ivy Rd
Tinderbox Ave
Anvil Ave
Phalanx Rd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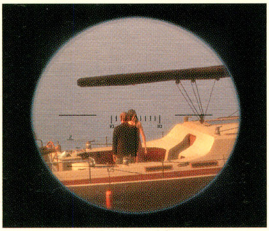
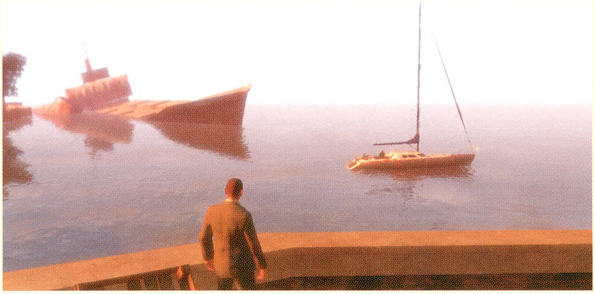
Babbage Drive
Traeger Rd
Moog St
Sinclair Ave
Odhner
Hardtack Ave

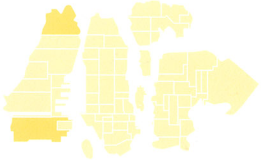


Details

The cab drives you to the perfect spot when you take it to the target destination. Hop in the small boat at the pier if you want to get closer to your target. Otherwise, equip the sniper rifle, and run south to the bulkhead. Take aim through the scope to the nearby sailboat in the channel. Snipe the target aboard to complete the mission.

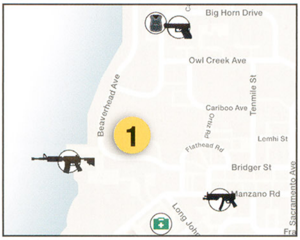


Pegorino's Pride



Jimmy Pegorino

Shortly after you complete "Truck Hustle," Phil Bell calls and invites you to meet Jimmy Pegorino, ambitious head of the Pegorino crime family in Alderney. Follow the "**J**" map icon to Jimmy's sprawling mansion off Beaverhead Avenue in Westdyke, on the north end of Alderney. Jimmy and two of his men, Big Pete and Marco, are taking a meeting with the Pavano family and he wants Niko to "run security" during the deal.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Cariboo Ave
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Lemhi St
Flathead Rd
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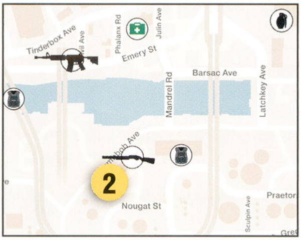
Bridger St
Manzano Rd
Sacramento Ave
Long John


Tinderbox Ave
Phalanx Rd
Julin Ave
Emery St
Barsac Ave
Mandrel Rd
Latchkey Ave
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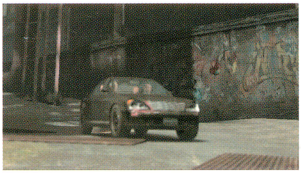
Nougat St
Praetor
Sculpin Ave

Mission

Drive Jimmy's car to the old refinery in Acter.

Outside Jimmy Pegorino's house **(1)**, get in his car (marked in blue) with Big Pete and Marco, and then wait for Jimmy to get in the passenger seat; he's a slow, old man. Follow the yellow GPS route south to where the sit-down is being held at the abandoned refinery site in the Acter Industrial Park **(2)**. You need full armor, health, and an assault rifle with plenty of ammo, so stop to meet Little Jacob or head to a gun shop along the way. When you drive into the destination marker, Niko gets a sniper rifle and some final instructions from Jimmy.



Go to the vantage point and watch over the meet.

Enter the building in front of you and find the staircase in the back. (Don't miss the shotgun tucked beneath the stairs.) Climb the stairs to the top level and walk into the marker at your sniper perch to trigger the cut-scene as the three Pavano guys arrive.

Main Objectives

- Drive Jimmy and his men to the deal.
- Provide sniper protection from the vantage point overlooking the meet.
- Wipe out the Pavanos and rescue Jimmy.
- Chase down the escaping Pavano car and retrieve Jimmy's tribute money.

Prerequisites

- Complete "Truck Hustle."

Fail Conditions

- Jimmy Pegorino dies.
- You destroy Jimmy's car.
- Rival gang members escape.
- One of Jimmy's men dies (at mission start only).
- Money/gift is destroyed during the chase with the getaway vehicle.

Keep a guard over Pegorino.

Jimmy is marked in blue. As the deal begins, activate your rifle scope view, zoom in on one of the three Pavanos, and wait. Don't shoot too soon! Wait until the deal falls apart and gunfire erupts, then start taking out Pavanos. The quicker you snipe them, the less damage Jimmy will take, thus making this part of the mission easier.

Protect Pegorino from the Pavanos.

Big Pete and Marco go down fast, and Jimmy is wounded, but he manages to get behind a car for cover. Shoot anyone threatening him. Keep sniping targets as another carload of four Pavano boys arrives; pick them off as well if you can, but don't spend too much time trying if one or two get behind good cover.

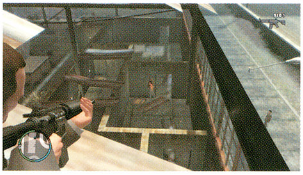
Get to Pegorino before he dies.

Now switch to an assault rifle and hustle downstairs. (Remember that you can speed your descent by taking running leaps down the stairs.) Jimmy is hiding and slowly dying; he's the blue blip on your radar. You must get to him as soon as possible. But many more Pavanos are scattered around the refinery now. Use cover as you exit the building and advance toward the next building.

Roof Tactics

The abandoned refinery's roof is disintegrating, with lots of missing sections. Climb up and move across the roof, using the holes to flank and pick off Pavanos waiting for you behind cover or in back rooms.

Also, don't miss the Body Armor next to a mattress in a room near the middle of the refinery building.



As you approach the building, climb the stairs outside the wall on the right that lead up to the roof. From there, you can move from opening to opening (the roof is falling apart) and pick off targets below. The Pavanos are not marked as red blips, so you'll have to find them without radar. Or you can just run to the hole in the rooftop over Jimmy and drop down to end the mission quickly without having to shoot anyone below.

Once the taunting and gunfire cease, find Jimmy, who is bleeding and hiding in a back room. Entering the room triggers a cut-scene: Niko helps the raving mad Pegorino to his car. As they get in the vehicle, some surviving Pavanos drive away with the money tribute Jimmy had presented them. This makes Jimmy even more angry…

Get Pegorino's offering back from the Pavanos.

Chase the fleeing Pavano car as it heads west, riddling it with drive-by gunfire as you get on its tail. Once the car crashes, gun down the runners and pick up Pegorino's money (marked green), then get back into Jimmy's car. The money can be destroyed, so be careful how you eliminate its carrier and avoid causing explosions or fire around the area it is dropped.

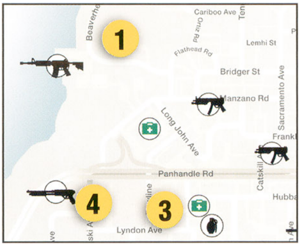
Take Jimmy home.

Now just follow the yellow GPS route back to Jimmy's house up in Westdyke. On the way, listen to Jimmy Pegorino expound on his philosophies of business. When you arrive in the destination marker, Jimmy compliments Niko on his work and says the family will need his skills again. Shortly after the mission ends, you get a follow-up text from him too, which puts his "**J**" icon back on the map for you to visit.

Payback

Jimmy Pegorino

Follow the "**J**" icon to Jimmy Pegorino's place in Westdyke. After a pleasant exchange with Mrs. Pegorino on the front porch, Niko meets with Jimmy. Jimmy has learned that a few Pavano collectors are in town to make a money pickup from some Alderney bookies. He wants Niko to make the Pavano family pay for their nasty attack at the refinery. Jimmy has information that two of Pavano's collectors can be found in a diner down in Acter.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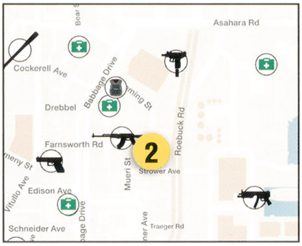
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Main Objectives

- Find the Pavano men at the diner in Acter.
- Follow their car to the rest of the Pavano crew.
- Wipe out the entire Pavano crew and then escape the police.

Prerequisites

- Complete "Pegorino's Pride."

Fail Conditions

- The targets escape.

New Elements Introduced

- Opens the Gambetti missions.

Mission

Drive to the diner.

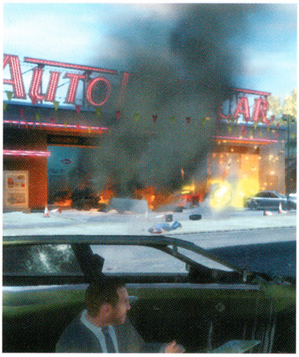
From Jimmy Pegorino's house in Westdyke **(1)**, follow the yellow GPS route to the diner in Acter **(2)**. Pull into the destination marker with your car facing the diner for a better start in the ensuing chase. You see the two Pavano goons in their hot car. They know Niko is working for the Pegorinos now, so they peel out and head north up Fleming.

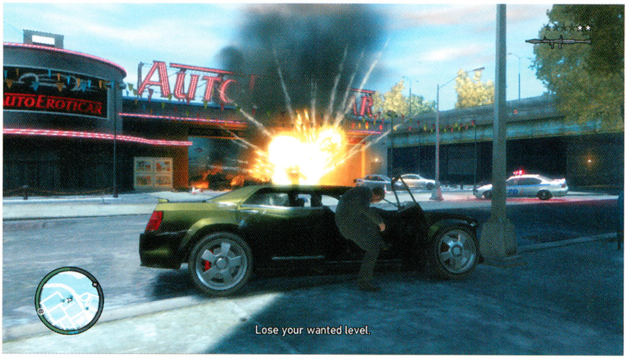
Chase the Pavanos.

Stay on their tail as best you can. As usual, the target car is marked red on your radar. It's fast and will slalom through numerous alleys **(3)** and smash through fences. You don't want to shoot them, since your goal is to have them lead you to the rest of their crew, so you can focus entirely on your driving. Eventually, they reach a car dealership called AutoEroticar **(4)** where the other Pavano mobsters open fire.

Wipe them all out.

Yes, it's time for another massive gun battle. Take cover behind your vehicle. Use all the heavy ordnance at your disposal—grenades, rockets, whatever it takes. Lay waste to the pristine new autos for maximum blast radius effect; you can wipe out the Pavanos fairly quickly by blowing up the cars. This assault will soon draw the cops, so mop up quickly and get the hell out of there.





Lose your Wanted Level.

Outrun the police dragnet. When you clear your Wanted Level, the mission is complete.

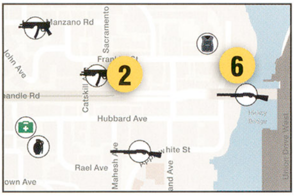
New Mission Strand Opens!

Shortly after you complete "Payback," Niko gets a call from his unnamed U. L. Paper contact. The spook wants to introduce Niko to John Gravelli, head of the Gambetti mob family. He suggests that Gravelli can "get what you need done." The Gambetti's "G" icon now appears on the radar map. You can visit John Gravelli in Schottler Medical Center and try "Entourage," the first of a series of missions for the Gambetti family. To do these missions, you must complete all United Liberty Paper missions.

Catch the Wave

Phil Bell

Some time after you complete "Truck Hustle" for Phil Bell, he sends you a text, inviting you to stop in for a visit. Follow the "**PB**" on the map to the Honkers strip club in the Tudor district of Alderney. Walk into the destination marker by the club's entrance to meet up with Phil, who gets word of a shipment coming into the docks early. He's in a quandary, so he asks Niko to help out. A truck is waiting for you under the overpass off Catskill Avenue.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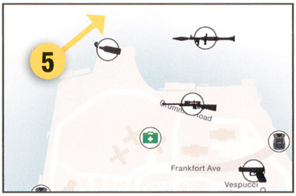
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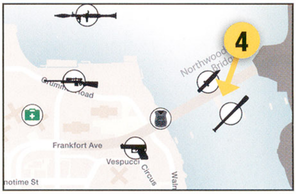
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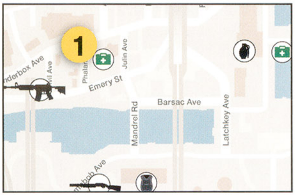
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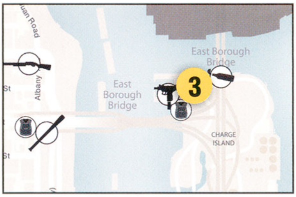

3
East Borough Bridge
East Borough Bridge
Albany
CHARGE ISLAND

Mission

Go to the truck.

From Honkers **(1)**, follow the blue blip to the truck **(2)**. During the trip, Phil explains that you're stealing a load of "product" (coke) from some Russians so they can't deliver it to the Ancelottis. The cargo just arrived in Liberty City by boat. When you finally reach the truck, get inside and wait for Phil to join you.

247
SUPERMARKET

Main Objectives

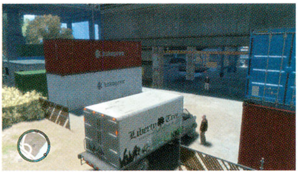
- Drive the Ancelotti's truck to the Charge Island boatyard.
- Wipe out the Russians and steal the coke-filled speedboats.
- Fight off Russian boats as you head to the drop-off in North Holland.

Prerequisites

- Complete "Truck Hustle."

Fail Conditions

- Phil Bell dies.
- The truck is destroyed.
- Destroying or beaching one of the coke boats.

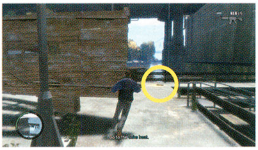


Drive to the boatyard on Charge Island.

Drive the truck along the yellow GPS route to the boatyard **(3)**. Phil tells you the truck you're driving was stolen from the Ancelottis this morning so the Russians will have a mistaken impression of who's ripping them off. When you finally pull into the destination marker after the long drive, you learn that the Russian drug runners bring coke in from Vice City via speedboats. The two target boats haven't been unloaded yet. In the cut-scene, the guards get suspicious, so Phil starts the shootout.

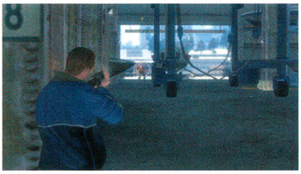
▲ Twin Armors

Look for two Body Armor pickups—one inside the boathouse on the floor to the left, and another outside on the pier to the left.

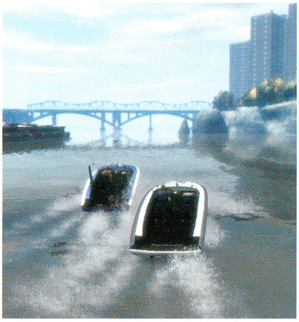


Get through the boatyard with Bell.

Use the truck first, accelerating into the boathouse and plowing through enemy gunmen while blasting them with drive-by gunfire. Don't stay inside too long though, the truck will explode if it takes too much damage. Back out of the boathouse to cut off the Russian fire. Then jump out and start fighting your way through the boathouse to the coke-filled speedboats moored to the pier on the other side.

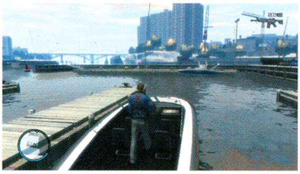


Watch out for shooters on the high catwalks around the interior of the boathouse. Aim for the explosive canisters in the back too. Work as quickly as you can to prevent Phil Bell from taking too many hits. If he dies, you fail the mission. Once you clean out the interior, go to the opposite door leading out to the water.



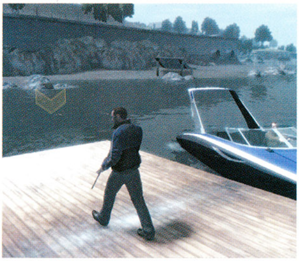
Go to the coke boat.

Nail the last few Russians out on the docks. (Don't miss the Body Armor over by the cable spools to the left.) Then jump aboard the speedboat with the blue marker over it. Phil Bell automatically jumps in the other coke-filled boat and takes the lead. Open up the throttle and follow him as he heads for the docks in North Holland.



Follow Bell to the drop-off point.

Stay close to Bell's boat as he motors toward the Northwood Heights Bridge **(4)**. Before long, you have company.



Protect Bell from the attacking boats.

Angry Russians manning powerboats speed to the attack. Two come in from the port side and fall in behind, so try to slide in between them and Bell while targeting the Russians with a steady stream of gunfire. Once the attackers are killed, escort Bell as he veers west around the tip of Algonquin **(5)**, then south down the West River to the drop-off point near the Hickey Bridge **(6)**.

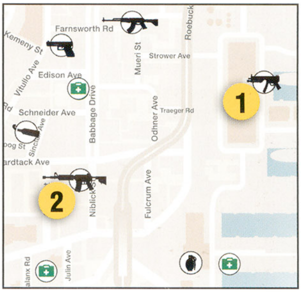
Disembark onto the jetty.

Pull up to the dock with the destination marker and get out of the boat. Walk into the marker to trigger the mission-ending cut-scene. Phil Bell is impressed with Niko's cool head and will have plenty more work for him in the near future.

Trespass

Phil Bell

Follow the "**PB**" icon to Phil Bell's trucking company in Normandy. Phil bursts out of his office, saying you've got to head to Port Tudor right away. Something's going down…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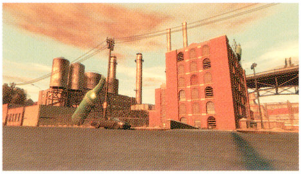
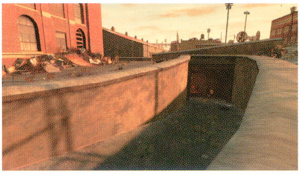
Mission

Go to the old Sprunk factory near Port Tudor.

From Phil Bell's truck depot **(1)**, follow the yellow GPS route to the crumbling old Sprunk factory **(2)**. As you go, Phil tells Niko he needs to knock off Charlie Matteo, known as "Chubby Charlie," before he can take a chopper over to Algonquin and rat out Phil to the Commission. Apparently, Charlie's going to report that the Alderney mobs are encroaching on the Ancelottis' action, which will be bad for Phil and Jimmy P, too.

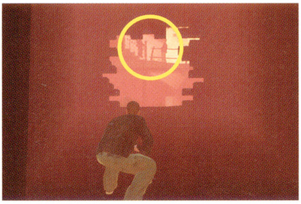


When you hit the destination marker outside the factory, Phil describes the two ways Niko can get into the building. You can burst through the front door, guns blazing, where you'll face lots of hostile resistance. Or you can slip in via a tunnel entrance to the basement—a route that Phil describes much more colorfully than we can here. Then Phil drives off, leaving the decision up to you.



Find Chubby Charlie.

Whatever you choose, your goal is still to find Chubby Charlie, who lurks on the building's upper level. Take the dark tunnel route; it runs past some burning trashcans and a generator, eventually coming to a hole that leads inside. When you get there, crouch and pick off the guards (circled in the shot pictured to the right) you can see posted on the stairs inside.



Main Objectives

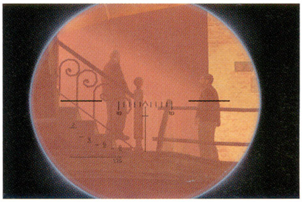
- Go to the Sprunk factory and fight your way upstairs to Chubby Charlie.
- Chase Charlie across the rooftops.
- Take down the helicopter that picks up Charlie.

Prerequisites

- Complete "Catch a Wave."

Fail Conditions

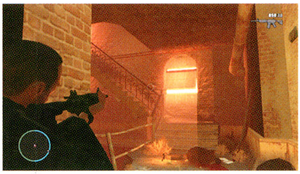
- Chubby Charlie escapes.
- Phil Bell dies.
- Leave Phil Bell behind (*i.e.*, drive away).

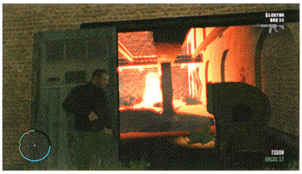


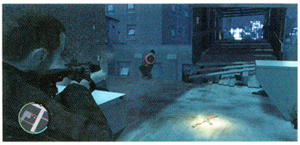
Blip Arrow Tip

Remember that an up or down arrow on a blip indicates whether that target is higher or lower than your position. Keep an eye on Charlie's red blip to see whether he's above or below you. This gives you an idea of what to look for (a staircase or ladder, for example) when you're trying to track him down.

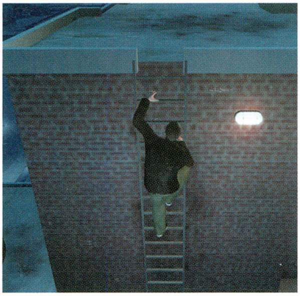
Climb up the slope toward the burst water valve, then ascend the stairs carefully, swiveling to pick off Russian goons. When you spot Charlie, he runs. Chase him! Use the collapsed section of ceiling as a ramp to reach the top level. There, more goons cover Charlie's retreat. Gun them down and stay after the fat man. (Look for the First Aid Kit on the wall before you move into the back room.)



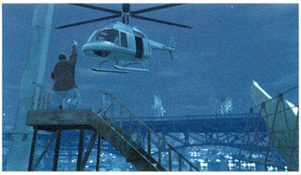




When you reach the back room and spot Charlie again, he foolishly boasts that even if you drop him, his chopper pilot will still take the message straight to the Commission. Jump out of the open window onto the next rooftop and quickly roll to cover; more gunmen open fire from behind roof ventilators and ducts. Fight your way through a covered walkway to the next roof area, looking for gunmen in high and low places, including one on the smokestack tower behind you. Then take the next covered walkway back to the ladder leading up to the smokestacks.

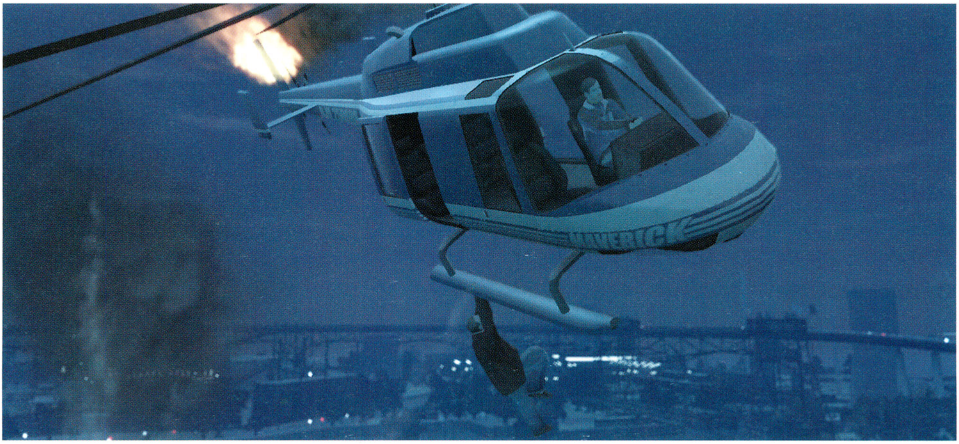


Climb the ladder to find more goons waiting on the stack platforms, then proceed to a second ladder and climb that to trigger a cut-scene that shows a helicopter lowering to the Sprunk factory roof. You see Chubby Charlie jump up and dangle from the chopper door.



Take out the chopper.

Here's where a rocket launcher is a beautiful thing. But you can take down the chopper with just a steady stream of gunfire, too. Don't worry about the guys (including Charlie) dangling from the chopper's runners, just ventilate the bird. When the chopper finally explodes, your work is done.



To Live and Die in Alderney

Phil Bell

Follow Phil Bell's "**PB**" map icon to his truck depot in Normandy. Niko walks in on an interesting situation—Angie Pegorino, making her exit from Phil's office. Once she leaves, Niko asks for help finding the man he seeks; Phil sees something in Niko that moves him to agree. Then he leads Niko out for one more job… back to the old Westdyke mansion off Beaverhead Avenue where Niko delivered the truckload of drugs back in "Truck Hustle," your first mission for Phil.

Main Objectives

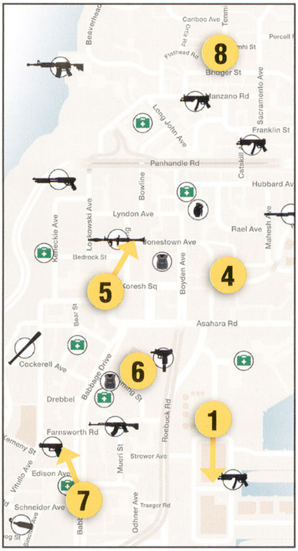
- Go to the old mansion to pick up the heroin shipment.
- Follow Phil Bell's car and protect it from the Feds.
- Follow Phil on foot to the escape van.
- Optional: Take down the police chopper.
- Lose your Wanted Level.

Prerequisites

- Complete "Trespass."

Fail Conditions

- Get too far behind Phil Bell while following him.
- Phil Bell dies.
- Either car loaded with drugs is destroyed before you abandon them.
- Kill Frankie during the chases.



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Catskill
Hubbard Av
Bowline
Lyndon Ave
Lokowski Ave
Konieckie Ave
Jonestown Ave
Rael Ave
Mahesh
Bedrock St
Koresh Sq
Boyden Ave
Asahara Rd
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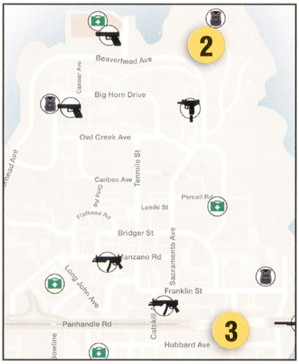

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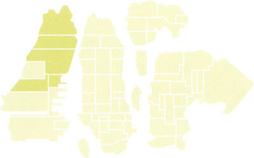
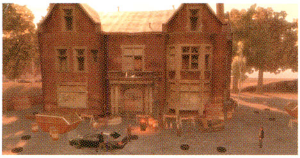


Mission

Take Bell to the old mansion in Westdyke.

From Phil's truck depot **(1)**, grab a car or taxi and follow the yellow GPS route to the old mansion off Beaverhead in Westdyke **(2)**. As you go, Phil explains that the drugs you delivered earlier have been stashed at the mansion for a while under Frankie's watchful eye, waiting for the heat to subside a bit. Now seems like the right time to move the merchandise.



Pulling into the destination marker outside the mansion triggers a cut-scene. The drugs have been split into two delivery packages and put in separate cars. Suddenly, the Feds arrive! Phil gets into one car and calls for you to follow him. Niko and Frankie hop in the other car.

Follow Bell and don't let him get busted by the Feds.

Follow Phil Bell's car, marked as the blue blip on your radar. One of the Fed cars starts out right on Phil's tail, so try to take it out fast. Frankie leans out and shoots at enemy targets as you drive, but use your drive-by shooting technique to add the firepower you need to quickly disable the Fed cars chasing Phil.

Phil's route takes him south under the Hickey Bridge access **(3)**, curves down to the end of Applewhite **(4)**, and veers back north on Jim Jones Avenue **(5)** and then south on Myung until he cuts through a warehouse yard **(6)** off of Koresh Square. (Watch out for the moving forklift!)

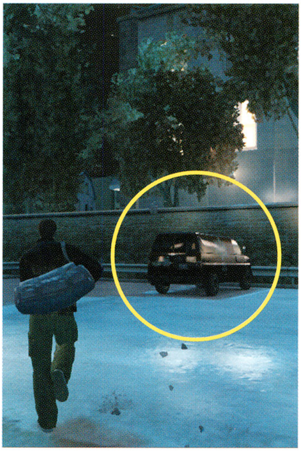
Frankie's Stuff

If Frankie gets gunned down during the foot chase, you'll have to pick up his bag of "H" to complete the mission. That's right—the heroin is more valuable than Frankie.

As you emerge from the warehouse premises and follow Phil south on Babbage Drive, he calls Niko and says the Feds are too thick; time to ditch the cars and escape on foot. When Phil pulls to a stop in an alley between Farnsworth and Edison **(7)**, hop out and follow him. As you approach, Phil tells you and Frankie to grab the stuff from the trunk and follow him to an escape van.

Follow Bell and Frankie, taking out anyone in the way.

Eliminate the cops blocking the alleyway, who exchange fire with Phil and Frankie. (A quick grenade under their squad car works nicely.) Then follow your partners to the other end of the alley where three more cruisers and an armored car full of tough N.O.O.S.E. officers barricade the exit. Wipe out these cops to bring up your next objective.



Get to the escape van and lose the cops.

From the alley, follow Phil and Frankie (if he's still alive) to the escape van's location (marked by the yellow map blip); it's not far, so stay close to your partners. When you reach the Speedo van, Phil says your next destination is the pizza place in Westdyke. Phil and Frankie hop in the van, but a spotlight from above illuminates your position. Your gunfight with the Feds and cops has bumped your Wanted Level up to three stars, so a police helicopter is now overhead.

Take out the police helicopter.

Pull out your rocket launcher and shoot down the police chopper. (If you don't have an RPG, you can find one in the back of the van.) Note that you can actually complete this mission *without* knocking the chopper out of the air, but the escape is more difficult. In this case, destroying the helicopter reduces your Wanted Level to two stars, and no replacement chopper appears. After the chopper goes down, hop in the van and lose your remaining Wanted Level.

Take Frankie (if he's still alive) and Phil to the safehouse.

Once you've lost the cops, you can drive in peace to Phil's safehouse **(8)** off of Ten Mile Street, way north in Westdyke. Just follow the yellow GPS route and pull into the destination marker when you arrive in the lot next to the building.

Flat Line

Jimmy Pegorino

Follow the "**J**" map icon to Jimmy Pegorino's house in Westdyke. Jimmy is whacked out with paranoia, upset because his personal bodyguard, Anthony, has been wearing a wire all along and plans to turn state's evidence on the family. Jimmy feels personally betrayed because he raised Anthony: "I beat him like he was my own son!" Now Anthony is under heavy guard in Leftwood Hospital. Your job is to take him out.

Main Objectives

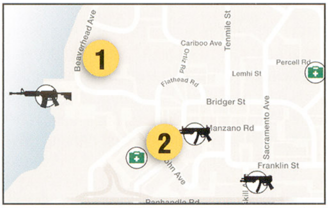
- Go to the Leftwood Hospital and find a way to get to Anthony in the ER.
- Pull the plug on Anthony and escape the cops.

Prerequisites

- Complete "Payback."

Fail Conditions

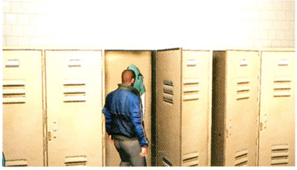
- None other than universal fail conditions (arrest or death).

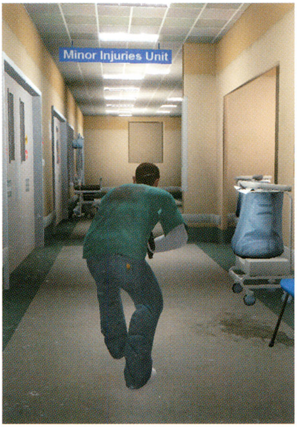


Mission

Go to the hospital.

From Jimmy's house **(1)**, you must follow the yellow GPS route to Leftwood Hospital **(2)**, which is not far from away on Long John Avenue. Steal a fast car for your getaway. Before you enter the destination marker at the hospital entrance, make sure you're not wielding a weapon or you'll draw immediate attention from the police guarding Anthony.

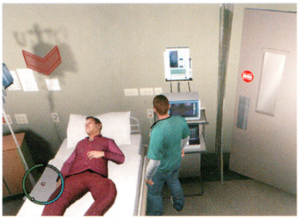



Minor Injuries Unit

Silence Anthony in the ER.

Anthony just had a heart attack, certainly an emergency situation. Enter the front doors and follow the signs to the ER Department. Approach the ER reception desk to hear some banter between the receptionist and Dr. Rosen, then turn right and enter the locker room. Approach the open locker with the marker icon and press the button indicated onscreen to change into doctor's scrubs. You can also just charge in without changing into the scrubs, but then the cops will attack you when you're near Anthony's room.

Return to the ER reception desk to hear the receptionist mention the witness down the hall. Follow the red GPS route by heading down the corridor to the left of the reception desk. Go all the way to the end and turn left to enter Anthony's room; Niko asks for some time alone with his "patient."



After the guard leaves, approach Anthony, who's on life support in his bed. You can listen to his sob story and terminate him, or just terminate him—but either way, don't crudely blast him. Whack him the elegant way: approach the beeping life support equipment and press the button indicated onscreen to unplug it. Then exit the room, hurry past the cops, and sprint full speed down the hall.

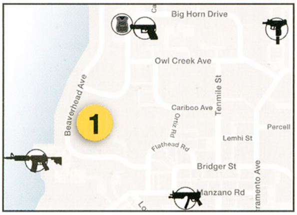
Lose your Wanted Level.

As Anthony loudly gasps out his last breath, the guards rush in to find him dying. A two-star Wanted Level is triggered when you hear the cops shout, "Stop that doctor!" Here you could pull out your favorite weapon and fight your way out. However, remember that gunning down a cop raises your Wanted Level by a star, which automatically adds a hard-to-shake police chopper to the pursuit. So, you might want to simply sprint past all of the cops and just hustle out of the main entrance. Hop in your fast car and drive hard to lose your Wanted Level and complete the mission.

Pest Control

Jimmy Pegorino

Follow the "**J**" to Jimmy's house. Niko walks in on Jimmy Pegorino with his lieutenants, Phil Bell and Ray Boccino, all engaged in a lively "war council." The conflict between Phil and Ray is coming to a head. When both leave, Jimmy lays out the facts of the moment: the heat is closing in, the Feds are serving papers left and right, and Jimmy's sure someone on the inside is squealing. Is it Phil or Ray? He sends Niko off to wait for a phone call.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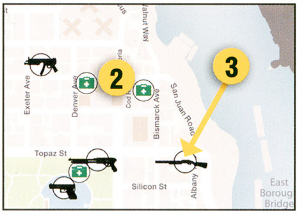
Percell
Lemhi St
Flathead Rd
Bridger St
Manzano Rd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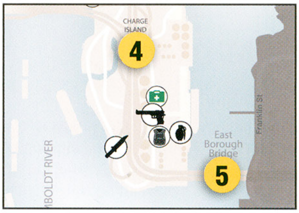
San Juan Road
Topaz St
Silicon St
Albany
East Borough Bridge


4
5
CHARGE ISLAND
East Borough Bridge
Franklin St

Mission

Wait for Jimmy's call.

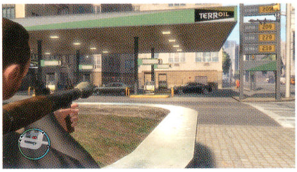
By simply watching Niko's meeting with Jimmy after his war council with Ray and Phil, you complete the first part of "Pest Control." Now you must wait for Jimmy's fateful phone call. From Jimmy's house **(1)**, start driving east toward Algonquin. After a short time, Jimmy calls and tells Niko to pay a little visit to Ray and "give him a message from me." He tells you Ray is at a sit down on Cod Row in East Holland. The location appears as a yellow blip on your map.

Head over to East Holland and look for Ray.

Follow the yellow GPS route to the destination marker **(2)**. When you arrive, Niko automatically calls Jimmy and reports visual contact with Ray's car. This is a good time to call Packie and plant a bomb on Ray's car. You can then detonate it with your phone. Jimmy says Ray is off to a chop shop in BOABO and he's got tough bodyguards. If you miss the car bomb opportunity, then watch the cut-scene as the meatheads get in the car with Ray and also in an escort car. Jimmy tells you he'll get Ray's "chump muscle" to stop at a gas station on the way to create a good opportunity for you.

Exterminate Ray and his bodyguards.

Ray's car and his escort car are now both marked as red blips on your map and have red markers overhead. Any direct attack will trigger a strong reprisal by his tough goons, so your best bet is to follow them closely until the cars stop at the Terroil gas station at the corner of Topaz and Albany **(3)**. Park a good distance away and target the gas pumps with a rifle or rocket launcher to trigger huge fireballs that can destroy both cars.



If Ray's car escapes the explosion, you must chase it down. It speeds over the East Borough Bridge, crossing Charge Island **(4)** as Ray makes his way to the chop shop over in the BOABO district. If Ray's car reaches its destination before you can stop it, you fail the mission. Try to destroy the escaping car before it gets across the eastern span of the bridge **(5)**.

Keep in mind that you must kill Ray and *all* of his bodyguards too. So even if both cars are destroyed and Ray is dead, you don't complete the mission until you hunt down every red blip on your radar and eliminate them all. When the last red blip is rubbed off the map, Niko reports to Pegorino, who now has a "clean house"—almost *too* clean.

Main Objectives

- Wait for Jimmy's phone call, then find Ray Boccino's car in East Holland.
- Follow Ray's two-car convoy until you get an opportunity to attack it.
- Kill Ray and all of his bodyguards.

Prerequisites

- Complete "Flat Line" (for Jimmy).
- Complete "To Live and Die in Alderney" (for Phil Bell).

Fail Conditions

- Destroy Ray's car before he departs the sit down in East Holland.
- Ray reaches his BOABO destination alive.

Toll Booth Tip

Ray's car always stops at the same outside lane toll booth on the East Borough bridge. Get ahead of the convoy, enter the booth, and the toll booth attendant will flee. Now the traffic barrier won't raise for Ray's car when he arrives and you can take out the convoy much easier while they're stuck at the barrier.

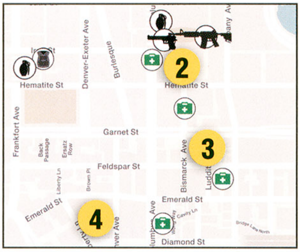
Ray Gunning

It's possible to hop out of your car and launch a frontal assault on Ray's caravan with guns blazing; you can fight through Ray's goons, take them all out, then kill Ray. However, it's much easier to use the gas pump trick described in our mission walkthrough. You can also focus on blowing up the target vehicles using drive-by shooting from your car.

Entourage

Gambettis

Shortly after completing the "Payback" mission for Jimmy Pegorino, Niko gets a call from his U. L. Paper contact offering to introduce him to John Gravelli, head of the Gambetti mob family. Follow the Gambetti's "**G**" map icon to the Schottler Medical Center and move into the destination marker to trigger the mission-opening cut-scene.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Denver-Exeter Ave
Burlesque
Frankfort Ave
Back Passage
Ersatz Row
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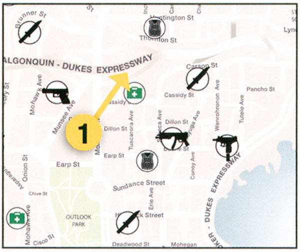
Feldspar St
Liberty Ln
Brown Pl
Bismarck Ave
Luddit
Emerald St
Cavity Ln
Bridge Lane North
Diamond St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Brunner St
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Mohawk Ave
Munsee Ave
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Tutelo Ave
Earp St
Conoy Ave
Erie Ave
Onion St
Asparagus
Chive St
Sundance Street
OUTLOOK PARK
DUKES EXPRESSWAY
Mohawk Ave
Cisco St
Deadwood St
Mohegan

Gravelli is old and dying, but he cares deeply about the Russian mob moving in on his family's longtime rackets—in particular, the city contracts overseen by Liberty City's vice-mayor, Bernie Crane's boyfriend, Bryce. Gravelli is bringing in a friend from upstate to warn City Hall about Russian organized crime; he wants Niko to meet the politician at Grand Easton Terminal and protect him from Dimitri Rascalov's hit-men.

Mission

Go to Grand Easton Terminal.

From the Schottler Medical Center **(1)**, head for the Grand Easton Terminal, marked as the blue blip on your map; it's in Algonquin where Bismarck Avenue ends at Hematite **(2)**. When you arrive, approach the guard with the blue marker overhead to trigger a short cut-scene. He tells Niko to stay in convoy all the way to City Hall.

Get in the car and pick up Bobby Jefferson.

Get in the car with the blue marker next to you, then wait until Bobby Jefferson gets in the passenger seat. Easy.

Main Objectives

- Go to Grand Easton Terminal and pick up Bobby Jefferson.
- Drive in Jefferson's convoy until ambushed.
- Kill all ambushers and escape in a car with Jefferson.
- Outrun or destroy all Russian vehicles pursuing you.

Prerequisites

- You must already know Bernie Crane.
- Complete "Payback" and "Weekend at Florian's."

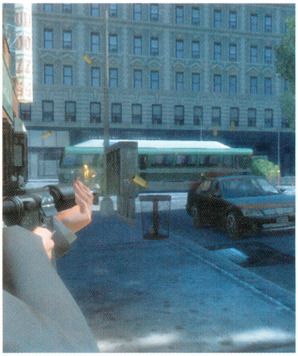
Fail Conditions

- Bobby Jefferson is injured or dies.
- Attack Jefferson's first guard (marked in blue) and scare off Jefferson.
- Injure any of Jefferson's bodyguards before the ambush.
- Destroy or try to hijack any of the convoy cars before the ambush.
- Allow the rest of the convoy to get too far away before the ambush.

LIBERTY CITY

Follow the convoy car.

Stay close to the convoy's lead car (the blue GPS route), which starts out right in front of you. Listen to Jefferson speak by phone with John Gravelli as you go around the block, turning onto Garnet and heading east. However, the road is blocked off at Luddite Row and the convoy is forced to take a right turn **(3)**. This triggers a cut-scene in which the convoy gets ambushed by a team of Russians with a rocket launcher. Niko ends up in an alley.



Deal with the ambushers.

Move out to the street and start eliminating the Russians marked as red blips on the radar. Attackers open fire from high and low up and down the street, so use cover and roll as you move. Bobby Jefferson stays hidden until the street is cleared, then joins you.

Get Bobby Jefferson to safety.

A new yellow blip appears on the map marking City Hall **(4)**, a safe destination for a politician. Get into your car, wait for Jefferson to hop in the passenger side, and follow the yellow GPS route. Within seconds, several carloads of Russian attackers begin to track your vehicle.

Rooftop Tip

You can follow Bobby into the alley, then climb on top of the building he is next to and take out all the enemies while standing on the roof.

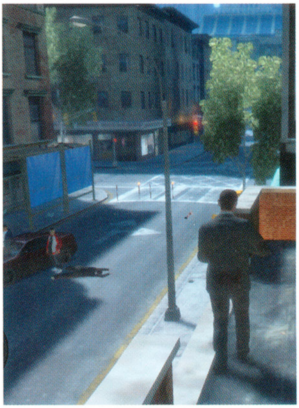
Lose (or destroy) the pursuers.

You can take any route to lose the Russians; your goal is to drive fast until all red blips "drop off" your radar screen, which indicates you've lost the pursuers. However, it's best to head due south from your starting point a block and a half to Emerald, whip a hard right turn, and then accelerate to full speed down four blocks until Emerald ends at Union Drive West. This should be enough to throw the Russians off your tail. If they're still hanging with you, then turn right (north) onto Union and outrun the cars chasing you.

Fight or Flight

To "escape," you can destroy all of the Russian gang cars chasing you, but it's considerably easier just to outrun them.

Once you've lost the pursuit, follow the yellow GPS route to City Hall. You can drive illegally up the sidewalk or park and walk to the destination marker at the front steps of the building. Jefferson commends your efforts and you successfully complete the mission.



Dining Out

Main Objectives

- Find Kim at Mr. Fuk's Rice Box restaurant.
- Chase down Kim and kill him.

Prerequisites

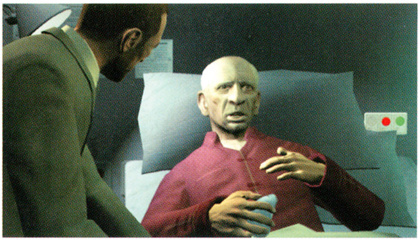
- Complete "Entourage."

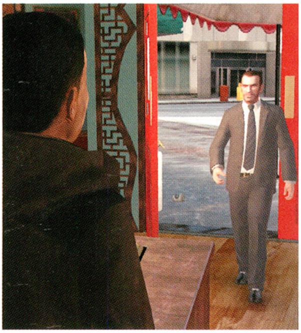
Fail Conditions

- Kim escapes.

Gambetti Family

Follow the "**G**" map icon back to the Schottler Medical Center to see John Gravelli again. He says your "mutual friend" has located Darko Brevic, the man Niko has been seeking since arriving in Liberty City. Gravelli suggests doing a favor in return. A Korean named Kim Young-Guk has entered the country bearing counterfeit cash that he's selling at discount. Sound familiar? (Remember the "Babysitting" mission for Derrick McReary?) Cue the irony: Gravelli wants Niko to take out Kim, the very guy our Serbian anti-hero escorted safely into the country. Kim eats at a place called Mr. Fuk's Rice Box in Alderney City.

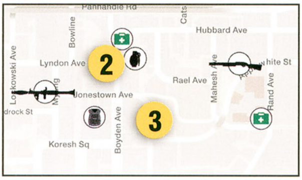




Mission

Head over to the restaurant and go inside.

From the Schottler Medical Center where you met John Gravelli **(1)**, follow the yellow GPS route to Mr. Fuk's Rice Box **(2)** in Alderney City. When you reach the entrance, enter via the front door to trigger a quick cut-scene; Niko storms inside and demands to see Kim. The man at the desk says Kim is upstairs.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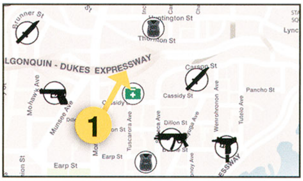
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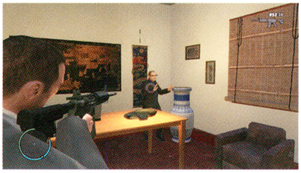
Tuscarora Ave
Wenrohronon Ave
Tutelo Ave
EXPRESSWAY

Look for Kim in the manager's office.

You'll see a blue "friend" blip on your map. From the front desk, go right and find the steps leading upstairs. Kim is heavily guarded, so fight your way through Korean guards up to the second floor. This is a *tough* fight. It's not easy getting upstairs. Once you finally make it, go through the red door to find the manager.



Question the manager to find Kim.

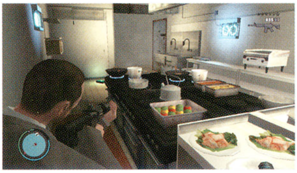
First, nab that Body Armor glowing on the manager's desk, then target the manager (marked in blue) with a gun to intimidate him into revealing the whereabouts of Kim, who apparently ran out back through the kitchen.

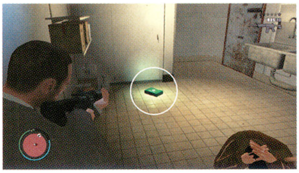
Plan Ahead

Before entering the restaurant, destroy the vehicles out back to thwart Kim's escape.

Don't let Kim escape.

Kim is now marked as a red blip on the radar. Exit the office and hustle through the now-opened double doors here on the second level. Fight your way past Kim's guards and other sympathizers through the kitchen until you see Kim running out the kitchen's back door. Chase him outside and down the set of ladders. (Don't miss the First Aid Kit on the kitchen floor along the way—circled in the shot pictured below.)



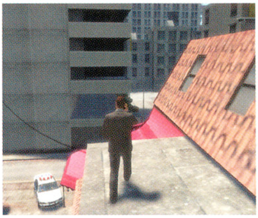


If Kim manages to reach his red car, hop on the nearby motorcycle and give immediate chase. Again, Kim's the red blip, so you can use that to track him as he tries to head south **(3)**. Blast away at his vehicle from your bike until you disable it.

If Kim manages to survive your mobile attack and tries to flee on foot, stay on your bike to easily run him down and finish him off. Lose any Wanted Level you may have acquired during the chase, then watch as Niko calls Mr. Gravelli and reports Kim's demise.

▲ Take the Leap

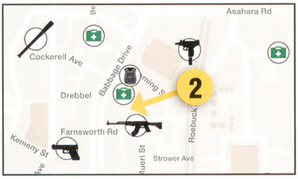
Niko can survive drops from surprising heights in this game. Here, try jumping straight to the ground when you emerge from the back door of Mr. Fuk's kitchen to close the gap on Kim.



Liquidize the Assets

Gambetti Family

Follow the "**G**" map icon to the Schottler Medical Center for a final meeting with John Gravelli… and his special visitor, the unnamed contact from United Liberty Paper. Both Gravelli and the agency man are concerned that the Ancelottis are in league with the Russians; the combined strength is gaining too much influence in Liberty City. The U. L. Paper man has learned that their distribution network is based on packing product into vehicle frames for delivery. An entire fleet of vans used for this purpose is parked at a grocery warehouse in Alderney City. Niko's job is to go there and destroy everything.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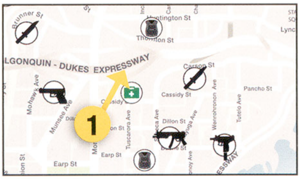
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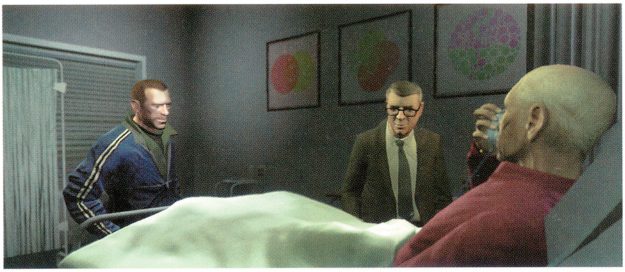


Main Objectives

- Go to the Russian warehouse compound and get on an adjacent rooftop.
- Use your sniper rifle to clear out as many Russian goons as possible from the roof.
- Destroy all five of the drug-packed vans. Don't let any escape!

Prerequisites

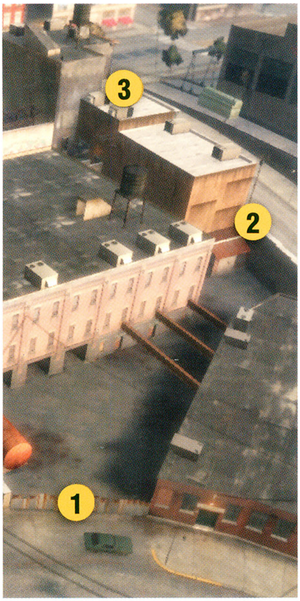
- Complete "Dining Out."

Fail Conditions

- An enemy escapes with a van.

Anti-Van Weaponry

Blowing up vans can be done with standard weapons, like rifles and SMGs, but heavier ordnance makes the job easier. If you don't have a rocket launcher yet, get one and load up on ammo. Stock up to your full limit of grenades too. Put on some Body Armor, as well.



Call-outs here correspond to the numbered list to the right.

Essential Targets

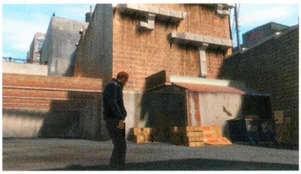
To complete "Liquidize the Assets," only the five drug-filled vans marked on radar must be destroyed. However, preventing an enemy escape with a van is easier if you patiently pick off most (if not all) of the potential drivers in the yard before targeting the vehicles.

Mission

Go to the compound.

From the Schottler Medical Center **(1)**, follow the yellow GPS route all the way to the grocery warehouse's vehicle lot in Alderney City **(2)**. Approaching the lot triggers a cut-scene showing the setup inside: the Russian drug traffickers have loaded up the vans with cocaine, ready to transport. The grocery business is just a cover and the area is heavily guarded. Sentries with rifles prowl the rooftops overlooking the compound.

Pay close attention to the last shot of the cinematic sequence, which shows a guard on a rooftop... and then the shot pulls back to reveal the side of an adjacent building with air ducts running up the side. Those ducts look perfect for climbing, don't they?



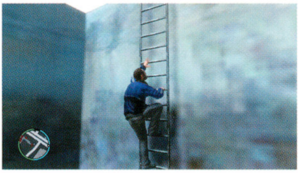
Find a way into the compound to destroy the vans.

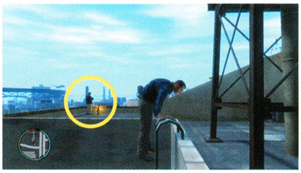
Five red blips appear on your radar, marking the locations of the vans you need to destroy. However, as mentioned, the place is crawling with armed guards, so storming the yard is a very tough proposition. A better approach is to find a high rooftop perch, pull out a sniper rifle, and start picking off any guards you see, especially those posted on the rooftops.

Climb to the rooftop sniper perch.

For the following steps, refer to the numbers on our overview screenshot:

1. Facing the lot's main entrance (a chain-link gate) where you triggered the cut-scene, turn right and climb over the lower wooden fence.
2. Follow the alley under the I-beams until you reach the building depicted at the end of the cut-scene—the one with air ducts running up its outer wall. Use the dumpster to climb up onto the roof of the shed next to the building; climb from the shed's roof onto the brick wall, then from the wall onto the lowest section of air duct. You can now climb from duct to duct up to the roof of the first building.
3. From there, cross the roof and climb to the next roof level, then cross that as well and find the ladder. Climb the ladder to the next building's roof where an enemy guard is posted at the corner to your left.

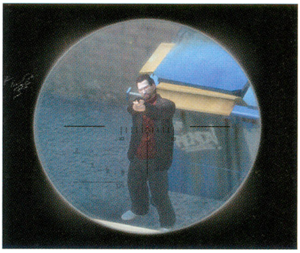


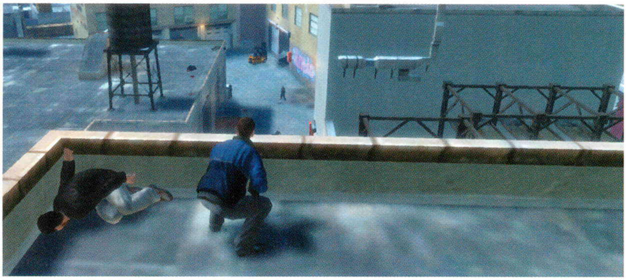


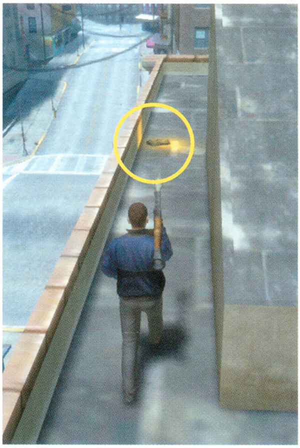
The rooftop guard stands next to a conveniently placed sniper rifle, and he conveniently has his back turned toward you. Sneak up behind him, gun him down, then crouch and move to his spot, which overlooks the warehouse yard. Nab the sniper rifle. Watch out for a second guard emerging from the back corner of this rooftop.

Clear out the yard guards from your rooftop perch.

The first kill unleashes a torrent of angry fire from enemy guards posted on nearby rooftops and from the ground-level guards below. Remain crouched and start picking off the rooftop shooters first, then focus on the ground troops. You can nail many guards (17 or so) and even one of the five vans (directly below you) from the relative safety of this rooftop perch. Keep moving back and forth along the roof line to get better firing angles on the shooters below. However, watch for gunmen coming up through the doorway on the rooftop now as well.



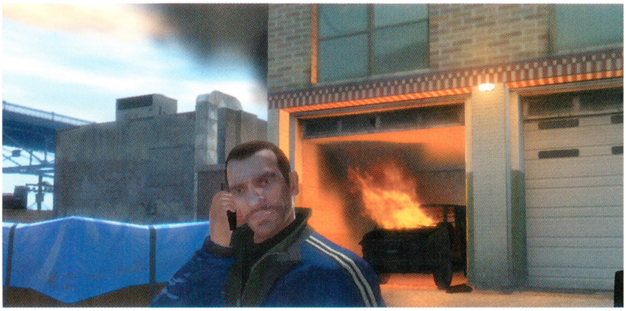




Note that only the vans are marked as red blips on the radar, so you'll have to spot gunmen without radar aid. Look for the muzzle flashes of weapon fire, then put your sniper scope on the spot and zoom in. Also, don't miss the Body Armor (circled in the shot pictured on the right) along the edge of your sniper perch rooftop, behind the raised doorway section.

Destroy the vans.

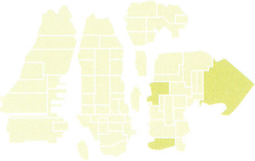
After clearing the yard of visible gunmen, you can hop down to ground level and start blowing up vans with rockets and/or grenades. (Regular gunfire works too.) Before you do this, however, make one pass through the yard to shoot any remaining guards. Leave the vans for last! If any guards are left, they may try to hop in a van and make a run for it. Don't let this happen. You must destroy all five vans to complete the mission.



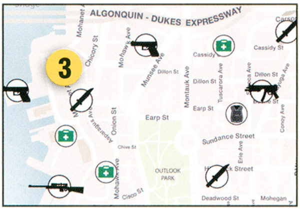
Afterward, Niko reports in by phone and learns that the Gambettis are watching for the arrival of Darko Brevic. John Gravelli promises to be in touch when Darko is finally in the country…

That Special Someone

U. L. Paper



To unlock this mission, you must first complete the following three missions: "Weekend at Florian's" (where you meet Bernie Crane), "Pest Control" for Jimmy Pegorino, and "Liquidize the Assets" for John Gravelli of the Gambetti family. Some time after all three are done, Niko gets a call from his agency contact at U. L. Paper saying, "I have your man." Darko Brevic is being dropped off in the airport cargo area. Niko calls Roman to report this news; Roman won't let Niko meet Darko alone and wants to be picked up at Firefly Island.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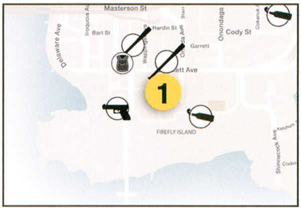
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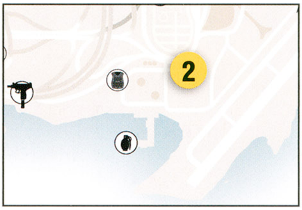


Main Objectives

- Pick up Roman at Firefly Island.
- Go to Francis International Airport's cargo area.
- Kill or spare Darko Brevic.

Prerequisites

- Complete "Weekend at Florian's."
- Complete "Pest Control" (for Jimmy Pegorino).
- Complete "Liquidize the Assets" (for the Gambettis).

Fail Conditions

- Roman dies.

New Elements Introduced

- Opens the Finale missions.

Mission

Pick up Roman.

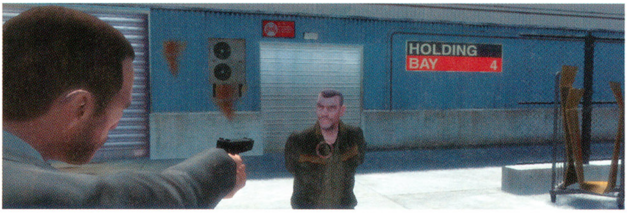
Follow the blue GPS route to find Roman at Firefly Island **(1)**. Pull up to the curb where Roman stands and let him hop in your car.

Head to the airport rendezvous.

Follow the yellow GPS route to the cargo bay **(2)** at Francis International Airport. On the way there, listen to Niko talk about what he left behind and why finding Darko Brevic is so important to him before "forgiveness and redemption" can be possible. In response, Roman talks about putting the past away and moving ahead, once and for all. When you drive into the destination marker, you trigger a cut-scene: a van arrives and drops off a "delivery." Niko finally has Darko at his mercy.

Choose to kill Darko or let him live.

Execute Darko or walk away. It's your choice. After you've acted on your decision, go to your car.



◎ Choose Darko's Fate!

You can either kill Darko Brevic or walk away and let him live. Either option lets you successfully complete the mission and move on to finish the game. The choice is purely one of personal preference—a moral choice, if you will. It has no gameplay repercussions later in the story. You will, however, hear different dialogue in places, depending on your choice.

Take Roman to Brucie's place.

Wait until Roman gets in the car, then follow the yellow GPS route to drive him to Brucie's place in BOABO **(3)**. As you might expect, the conversation between the cousins is somewhat different, depending on your choice regarding Darko's fate. Listen to Niko's tortured examination of his motives. For either choice, one Niko quote sums up his psychological dilemma: "Only those who die get closure… the living do not." Drive into the destination marker to drop off Roman.

Shortly after you complete "That Special Someone," Niko gets a frantic call from Jimmy Pegorino. Something big is going down and Jimmy wants Niko at the club in Tudor. This puts his "**J**" icon back on the map at Jimmy's strip club over in the Tudor neighborhood of Alderney.

◎ Finale Mission Strand Opens!

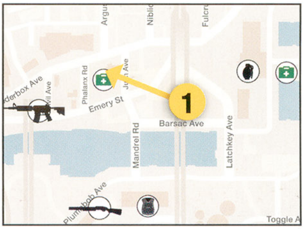
After you complete "That Special Someone," Jimmy Pegorino calls to meet and a "J" icon automatically appears on your map. If you travel to that location in Tudor, you meet with Jimmy Pegorino and listen to his business pitch. From there, you can take one of two paths through the Finale endgame missions.

BLEEDIN' TASTY
Burger Shot
BLEEDIN' TASTY
KILL YOUR HUNGER
WELCOME
BLEEDIN' TASTY
KILL YOUR HUNGER

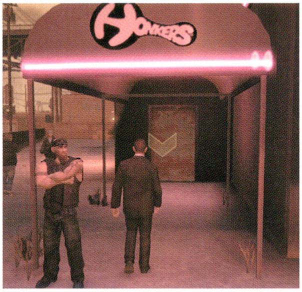
Finale:

Revenge or Deal?

The game splits into two separate story paths following the completion of "That Special Someone." Niko is presented with the opportunity to make a lot of money, but only if he agrees to forget about an earlier betrayal and, thus, compromise some deeply held feelings.



The Setup



Shortly after you complete "That Special Someone," Niko gets a call from Jimmy Pegorino, who wants Niko to meet with him at his strip club in the Tudor district of Alderney. This puts his "**J**" icon on the map, marking Jimmy's current location. Follow the "**J**" to the Honkers in Tudor **(1)** and enter the destination marker at the front door to trigger a cut-scene.

Jimmy needs yet another favor, but he'll pay handsomely. He wants Niko to collect and deliver Jimmy's heroin to a buyer… a buyer arranged by "some Russians." But not just *any* Russians: it's Dimitri Rascalov and crew. Niko balks, but Jimmy asks him to "get over your principles" and forget the bad history with Dimitri. Niko can make a lot of money from this transaction.

The Advisors

After Niko leaves the meeting, he automatically calls his cousin Roman, who wants Niko to take the deal. He says Dimitri is now running his operation from a boat in East Hook. Once Niko learns Dimitri's location, he threatens to go take out his Russian nemesis instead of working with him. But Roman counsels restraint, asking Niko to think about the money at stake.

Next, Niko calls Kate McReary, describes the general situation, and asks what she thinks. Kate contradicts Roman, saying she won't respect Niko if he compromises his principles for money. If you follow her suggestion, you end up on the revenge path.

The Decision

After Niko talks to Kate, two new icons appear on your map:

- The "**$**" icon labeled "Deal" marks Phil Bell's location in Tudor and represents the money path. If you follow this icon, you reach the destination marker that triggers "If the Price Is Right," the first mission of the Deal endgame.
- A dagger icon labeled "Revenge" marks the location of Dimitri Rascalov's boat in East Hook and represents the revenge path. If you follow this icon, you reach the destination marker that triggers "A Dish Served Cold," the first mission of the Revenge endgame.

◎ Deal or Revenge?

To take the "Deal": After your meeting with Jimmy Pegorino in the Honkers club, follow the "$" icon (labeled "Deal") to meet Phil Bell in nearby Tudor. Step into the destination marker to trigger the mission.

To seek "Revenge": After meeting Jimmy at Honkers, follow the dagger icon (labeled "Revenge"). Step into the destination marker to trigger the mission.

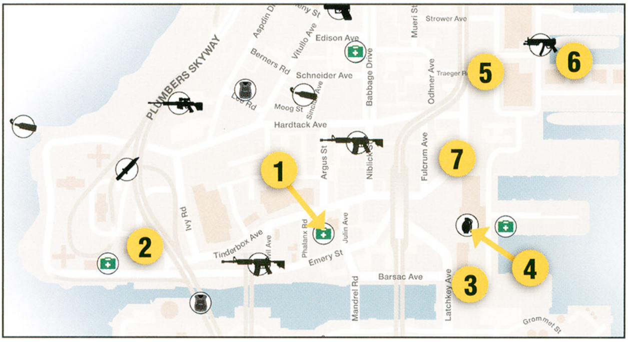
Now you make your final choice, a choice that dramatically affects the overall story and how the game's final three missions unfold. Roman keeps pushing for his point of view with text messages: "Don't throw it away for revenge! Think of the honeymoon I can take with Mallorie! Do it for me—I am your cousin."

Which outcome will you choose: money or revenge?

Finale: Deal

If the Price Is Right

From your meeting with Jimmy at the Honkers club **(1)**, follow the "**$**" icon (labeled "Deal") to meet Phil Bell in Tudor **(2)**. Phil wastes no words, saying, "We're going to Port Tudor. Let's move." He'll fill in the details on the trip to the docks.



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Main Objectives

- Pick up Phil Bell and go to the meeting at Port Tudor.
- Follow Phil to the roof skylight.
- Drop in and fight through the warehouse to its main office.
- Chase down and kill the buyer escaping with the money in a delivery truck.
- Grab the money and take Phil back to Tudor.

Prerequisites

- Complete "That Special Someone."
- Meet Jimmy Pegorino to learn of Dimitri's proposed deal.

Fail Conditions

- You shoot the guard at the gate on the Tudor docks.
- Phil Bell dies.
- Gang member escapes with the money.
- You destroy the money.

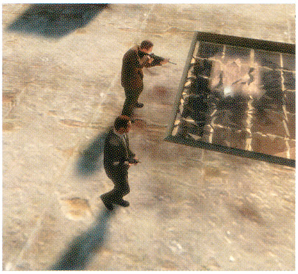
Mission

Go to the docks.

After you meet Phil Bell, grab a car and follow the yellow GPS route to Port Tudor **(3)**. On the way, Phil explains that Dimitri Rascalov is with the buyer; Dimitri will hand over the heroin and call Niko and Phil, who will then make the money pickup. When you arrive at the destination marker, the gate guard sends you into the compound to await word that the heroin has been delivered, then they'll fork over the cash.

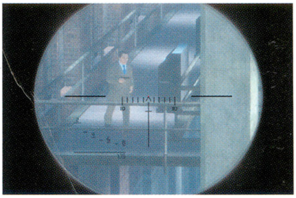
Head inside the docks.

Follow the short route to the destination marker inside the compound **(4)**. This triggers a short cut-scene: Dimitri calls Niko and announces that he's killed the buyer and plans to keep the heroin. This puts Niko and Phil in a bit of a tight spot. Phil suggests that since they'll have to fight their way out of the compound now, they might as well find the money first and take it, too. Then Phil hops out of your car.



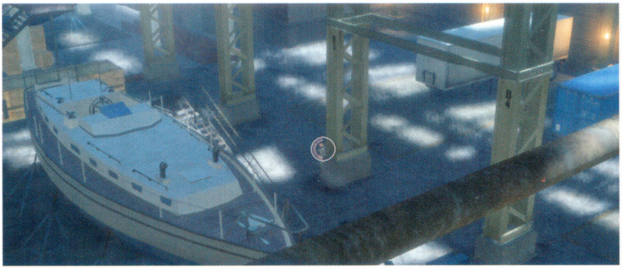
Follow Phil.

Follow Phil (marked blue on the radar) as he heads around to the back of the building and climbs a ladder to the rooftop. On the roof, keep following Phil as he climbs up a level and leads you to a glass ceiling skylight. He says, "Once we're in, it's all or nothing," then he shoots out the glass and drops through the hole.



Steal the money from the office.

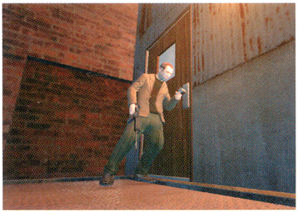
Follow Phil through the hole and start firing. You land on the upper level walkway that runs around a central open area below, a two-level main floor filled with shipping crates, delivery trucks, and boats in dry dock. Several goons open fire from positions on this upper walkway, so deal with them first. After the upper walkway is clear, you can focus on the gunmen below. Move around the upper walkway with a sniper rifle and pick off as many targets as you can from a distance. Once you've sniped all you can see, descend the stairs to the middle level walkway and fight your way around that. Then finally descend to the main floor.



First Aid Kits

Look for a First Aid Kit near the end of the middle walkway, just before you reach the stairs that lead down to the main floor. You'll find another one on the lower level of the main floor, next to some boxes near the large yacht. A third kit hangs on the wall next to the bulletin boards up in the main office.

Move around the main floor, gunning down any goons you might have missed from above on the walkways. When you go down the stairs to the lower level of the main floor, Phil starts leading the way to the office.

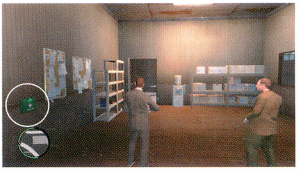


Follow Phil.

The blue marker reappears over Phil's head after he says, "Don't go too far, Niko." Keep following Phil and lay down fire for him, nailing goons who pop out. Phil runs up the stairs to another raised walkway on the far side of the building; this one leads to the glassed-in office. When you approach the office door, Phil calls out that he can't get in and needs help.

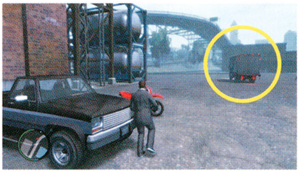
Go and help Phil.

Simply approach Phil to trigger a cut-scene: Phil finally bashes open the office door just in time to see one of the buyers running off with the money bag. Great! After the cut-scene ends, nab the First Aid Kit on the wall (just to the left of the bulletin boards), then follow the money-laden buyer downstairs; he's marked as a red blip on your map.

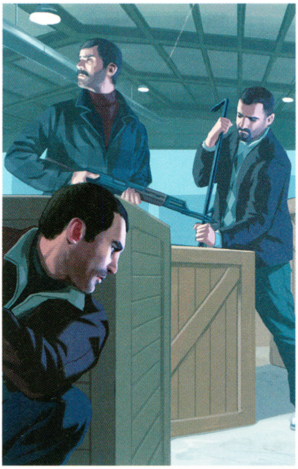


Chase after the buyer.

Fight past any remaining gunmen and exit via the cargo door and up the ramp. You see the buyer driving off in a delivery truck. Hop in the nearby Rancher, a sturdy pickup truck, or on the somewhat nimbler Sanchez motorbike. Wait for Phil to join you and then give chase, tracking the red blip on the map if the delivery truck gets out of sight. Stay on the escaping truck's tail. Careful! You encounter obstacles as the truck flees north then east through the warehouses, including a falling water tank **(5)** and collapsing rows of scaffolding **(6)**, plus barrels tumbling out of the fleeing truck.



Once the buyer's truck veers back south and starts circling the warehouse building where you started, other gunmen step out to open fire at you. Heavy pipes and other objects roll and fall into your path. Keep dodging everything and chasing the truck! It eventually crosses the railroad tracks and smashes through a fence to roar out onto the Roebuck Road, heading north again. Open fire! Try to pull alongside and shoot at the tires and/or the driver, then cut off the truck, forcing it to stop so the driver has to jump out. Gun him down.



Collect the money.

The fleeing buyer, marked in green, drops the money when he finally falls. By now you've likely attracted police attention, so hop out your pickup, nab the cash quickly, then get back in and start driving **(7)** to lose your Wanted Level.

Take Phil back to Tudor.

Once the cops are off your back, just follow the yellow GPS route to head back to Tudor. Drive into the destination marker **(2)** to drop Phil off where you picked him up.

Afterward, Niko calls Roman to announce the new riches acquired, and of course, Roman's ecstatic. Then Jimmy Pegorino calls, happy about the outcome too. Not long after that, Roman sends a text message about his wedding ceremony, which will begin soon. He reminds Niko to wear a nice suit. Finally, Niko automatically calls Kate to report on what he's done. She is disappointed and refuses to go to Roman's wedding with him.

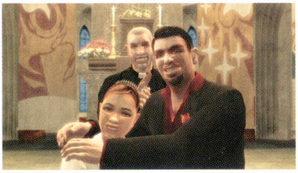
Mr. & Mrs. Bellic

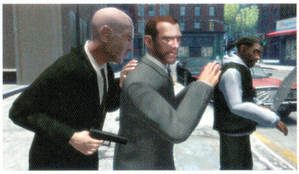
This mission is triggered when Roman texts Niko to say he's at the church for his wedding. Make sure Niko gets to the ceremony destination promptly wearing appropriate attire (suit and nice shoes).

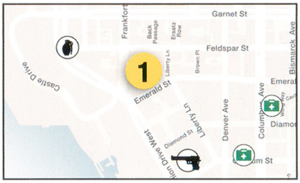
Mission

Meet Roman at the church.

Follow the yellow GPS route to the destination marker outside the church **(1)** in lower Algonquin. Once you pull into the destination marker, your work in the mission is essentially over. Just watch the cut-scene of the happy wedding… and its heartbreaking aftermath.



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Main Objectives

- Go to Roman's wedding at the church in Algonquin.

Prerequisites

- Complete "If the Price Is Right."

Fail Conditions

- You arrive an hour or more late for the wedding.

A Revenger's Tragedy

After the tragic events of Roman's wedding, Niko is seething with anger and hatred for Dimitri Rascalov. Little Jacob calls with the news that Dimitri and Jimmy Pegorino are partners now. Little Jacob is following one of Pegorino's men at Koresh Square, hoping he'll lead to the two bosses. Niko heads off to join Jacob.

Main Objectives

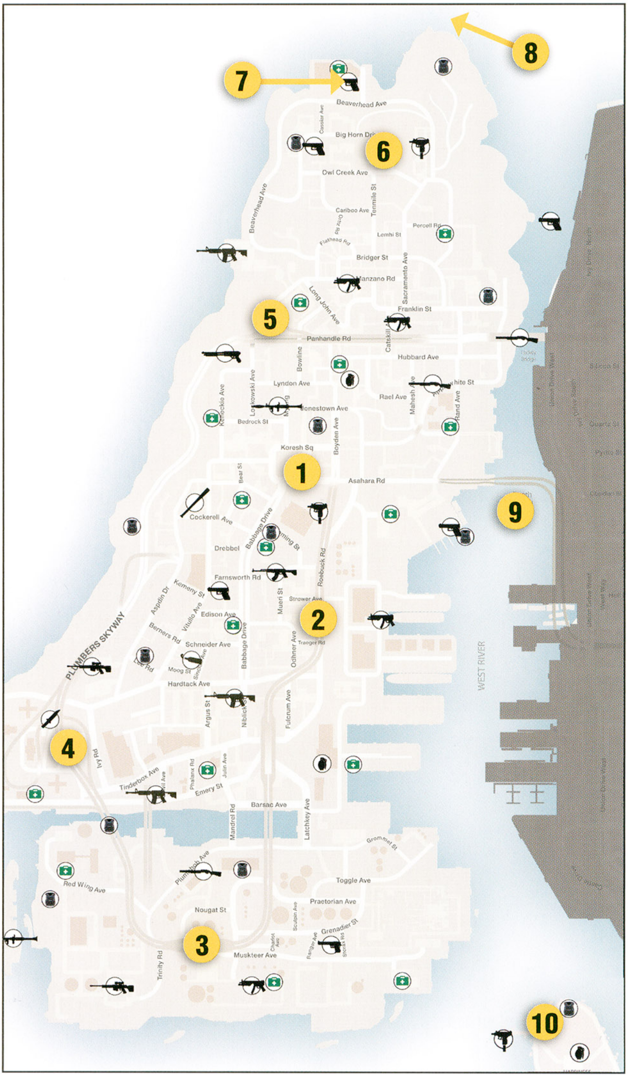
- Meet up with Jacob and follow Pegorino's goons to the waterfront casino.
- Fight through mob goons to reach him.
- Chase Dimitri's helicopter by boat, then by helicopter.
- Corner and kill Dimitri on Happiness Island.

Prerequisites

- Complete "If the Price Is Right."
- Complete "Mr. & Mrs. Bellic."

Fail Conditions

- Little Jacob dies.
- Pegorino's men lose you in the initial car chase.
- Pegorino's men are killed before leading you to Pegorino and Dimitri.
- Dimitri's chopper loses your boat in the second chase.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Rael Ave
Bedrock St
Koresh Sq
Asahara Rd
Cockerell Ave
Drebbel
Farnsworth Rd
Strower Ave
Edison Ave
Schneider Ave
Hardtack Ave
PLUMBERS SKYWAY
Tinderbox Ave
Emery St
Barsac Ave
Red Wing Ave
Nougat St
Toggle Ave
Praetorian Ave
Muskteer Ave
Grenadier St
Trinity Rd
WEST RIVER

Mission

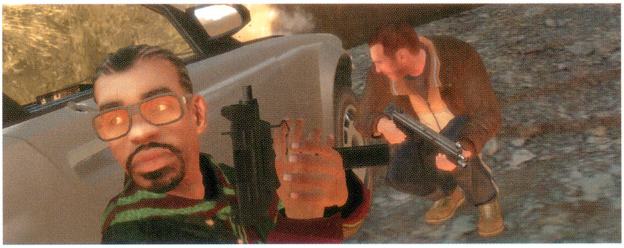
Go to Little Jacob's car in Alderney.

Follow the blue GPS route to where Jacob is staking out the mob goons off Koresh Square in Alderney **(1)**. When you arrive, get in the car; Niko automatically slides into the driver's seat. Watch as Pegorino's men exit the building, correctly deduce that Little Jacob and Niko are a tail, and speed away to lose them.

Follow Pegorino's goons.

The thugs' car (marked as a red map blip now) gets on Roebuck Road and heads south **(2)** for quite a ways. The driver knows you're on his tail, so you don't have to maintain a discreet distance; stay tight on his tail and don't let him get too far ahead. The goons follow the four-lane expressway as it curves west **(3)** and then back north until it becomes Plumbers Skyway **(4)**. Stay with them even when they veer over to the wrong side of the road and slalom through oncoming traffic.

When the freeway curves east and becomes Panhandle Road **(5)**, the car finally swerves down an on-ramp (still driving against traffic), exiting at last. It turns right onto Manzano Road, then starts zigzagging in a northerly direction until it reaches a dirt lane off of Bighorn Drive **(6)**. The car finally turns hard onto Beaverhead Avenue, then veers off the road to the right, heading down the beach to an old, rundown waterfront casino **(7)**. The arrival triggers a cut-scene: Your car skids to a halt under heavy gunfire from mob goons lining makeshift barricades up by the casino. Niko tells Jacob to arrange an exit plan; Niko will find Pegorino and Dimitri on his own.



Find Pegorino inside the old casino.

This is your last mission, so you can expect a nasty fight. You start behind your destroyed car; move to the rubble pile to the right, where you have better cover and firing angles at the thugs up ahead. Immediately toss some grenades and launch some rockets their way, detonating the cars they've used for barricades. Then advance using the various stacks of materials for cover to mop up any survivors.

Once you've cleared the area in front of the casino, check for an interesting text from Little Jacob: "I got an escape plan for you. Keep your eyes on the sky..."

Here you can take the obvious route, fighting directly through the casino's front door. If you do this, let numerous grenades and rockets precede you into the building, which is crawling with Russians and Pegorino's men. However, another effective approach is to circle the building to the right, climb the stairs up to the back patio, and then continue to the right to find the ladder leading up to the roof. From there, you can move across the rooftop from hole to hole, firing through the collapsed ceiling sections to pick off as many mobsters as possible with your sniper and carbine rifles. (You can't kill Dimitri from the roof though.)

When you can't find any more targets through the roof holes, climb back down and go back to the casino's front entrance. Enter the massive, rotting old building. A few thugs have survived your rooftop assault, but not many if you were thorough. (Watch for a First Aid Kit on the left side wall, near some stairs leading up to a locked door.) Advance carefully through the ruins until you reach the back room and trigger the cut-scene: Dimitri shows his true stripes once again, this time with his new "partner" Jimmy. Then Dimitri spots Niko and takes off running up to the roof.

Chase Dimitri.

Sprint up the stairs and out onto the roof, but be ready for Russian gunmen covering Dimitri's escape—one directly ahead and three to your right as you emerge from the doorway. You have little cover here, so use the doorway, or try your roll-and-shoot technique. Hustle over the roof to see Dimitri board a helicopter and take off. In a cut-scene, you see Niko manage to grab the chopper's landing strut, but he falls off into the water.

Get in the boat.

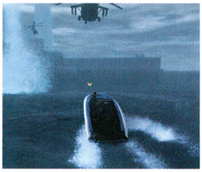
Quickly swim to the nearby Squalo speedboat (marked in blue) by the pier and crawl aboard. Then open the throttle.

Continue your pursuit of Dimitri.

Follow Dimitri's helicopter. He fires rockets in the water as he rounds the northernmost point of the island **(8)** and veers south, still following the coast. Stay with him! Soon another helicopter drops in behind Dimitri's and joins the chase—it's Little Jacob!

Get underneath Little Jacob's chopper.

Jacob calls for you to "get under the chopper and jump on." Speed right through the destination marker **(9)** to trigger a cut-scene: Little Jacob guides the helicopter right over the speedboat and Niko jumps up to grab the wheel strut.



Tap the button to climb into the chopper.

Quickly tap the controller button indicated onscreen to crawl up into the bird. Once Niko gets inside, Little Jacob hands over the controls. Now you're the pilot.

Get low and stay close to Dimitri.

Follow Dimitri's helicopter as he escapes through the skyscraper canyons; Little Jacob does the shooting now. The onscreen instructions tell you to "get low," but we recommend that you fly well *above* Dimitri, making it easier to negotiate the skyscrapers. You can just fly over most of them instead of slaloming through them all.

You can't destroy Dimitri's helicopter right away, so focus on safe flying until you get near Happiness Island, where Little Jacob will finally score hits and Dimitri responds by nailing you with a rocket. Then watch the cut-scene: Both damaged choppers land on the island **(10)** and Dimitri takes off running.

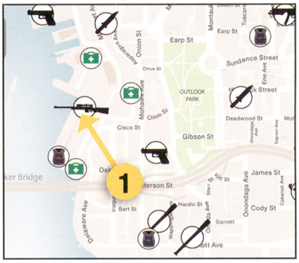
Stay with Dimitri.

Follow Dimitri, the red blip on your map. En route you can gun down his remaining bodyguards, who open fire from a pavilion. Follow Dimitri into the park near the statue. It takes a few shots to bring him down, but when you finally do, you trigger another cut-scene: Niko and Dimitri, face to face. Watch the game-ending cinematic.

Finale: Revenge

A Dish Served Cold

After your meeting with Jimmy Pegorino in the Honkers club in Tudor, follow the sword-shaped icon (labeled "Revenge") to the docks in East Hook **(1)**. This triggers a cut-scene depicting the *Platypus* at anchor—ironically, the same cargo ship that brought Niko to America. Now the Russians are loading their heroin shipment aboard. You learn that Dimitri is personally supervising the operation in the ship's hold, and that the cargo hold's doors are controlled from the bridge way up at the top of the ship's tower. Your goal: get to Dimitri.



Main Objectives

- Fight your way up to the Platypus bridge.
- Use the bridge controls to open the cargo hold.
- Get into the hold and kill Dimitri.

Prerequisites

- Complete "That Special Someone."
- Meet Jimmy Pegorino to learn of Dimitri's proposed deal.

Fail Conditions

- None other than universal fail conditions (arrest or death).

Be Sniper Ready

Make sure you have a sniper rifle and a full load of its ammo for this mission. Grenades are nice for tossing in the ship's hold too.

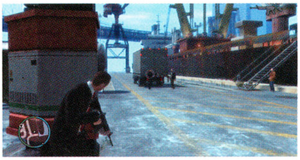
First Aid

There's a First Aid Kit on a counter in the galley, just inside the door to the main tower. There's also one down in the cargo hold on the back wall, near where you drop in through the deck.

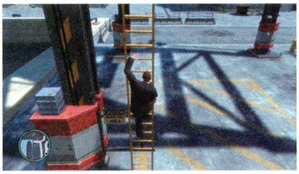
Mission

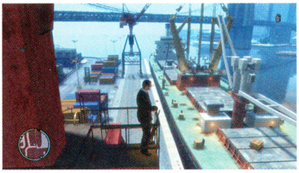
Go to the bridge.

To get into the cargo hold, you must open the doors from the bridge. You start out dockside next to some loading cranes. Up ahead, a gangplank runs up to the main deck of the *Platypus*; the ship is crawling with Russian goons, however, so you should thin their ranks before boarding. But first, note the men talking by the delivery truck near the gangplank. If you try to board the ship, they'll start shooting you in the back, so take them out right away.

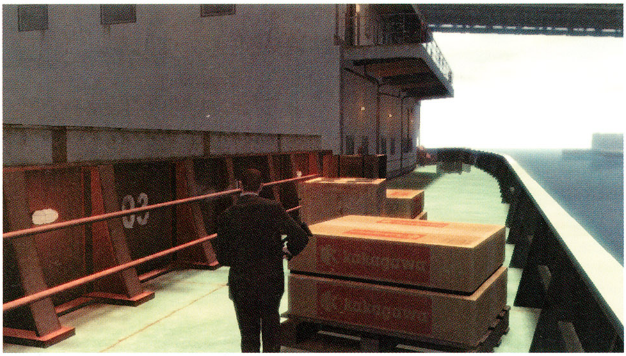


Now find the nearby ladder that runs up the loading crane structure. (It's right next to the "CAUTION: HARD HAT AREA" sign.) Climb it to the catwalk at the top, which gives you a nice view down at the *Platypus*. Grab that sniper rifle at the top and have a field day with the gunmen spread across the ship's deck.

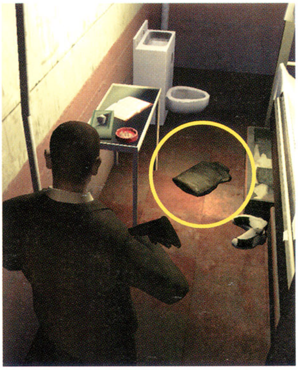


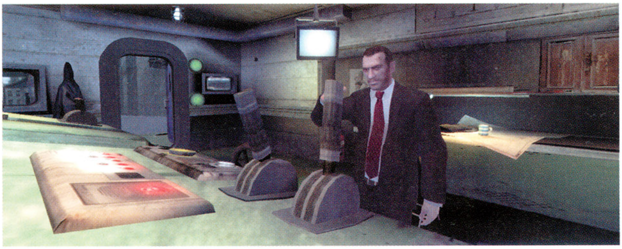


When there aren't any more targets in sight, descend the ladder and then use the gangplank to board the ship. The bridge tower is to the left, but go to the right first. Find the short ladder (two more rifles lean against boxes nearby) and climb up onto the raised platform at the ship's bow to find Body Armor and some spare Grenades. Now work your way down the length of the deck toward the ship's main tower (the structure with the big "NO SMOKING" sign on front). Watch out for gunmen you couldn't hit from your sniper post earlier. Approach the only door into the main tower and toss in a couple of grenades, then enter firing.



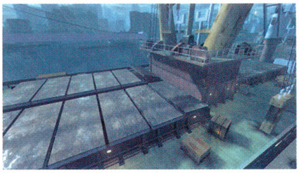
You start in the galley and dining area. Fight your way up the stairs to the crew's quarters; more Russian gunmen wait for you down the corridor on the next level up. Toss a grenade down the hall, then mop up any survivors in the bunk area; nab the Body Armor on the floor in one of the bedrooms, too. Exit via one of the two far doors outside, then fight your way up two more sets of stairs to the ship's bridge.





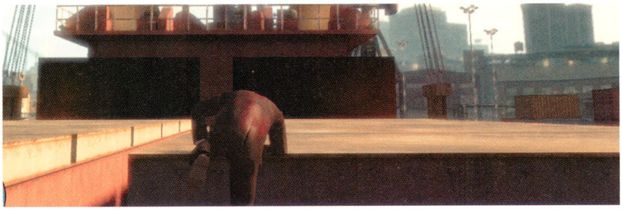
Operate the controls to open the cargo hold.

In the bridge, walk into the destination marker to stand at the control panel. Press the button indicated onscreen to trigger a cut-scene of Niko operating the controls that open the cargo hold doors.



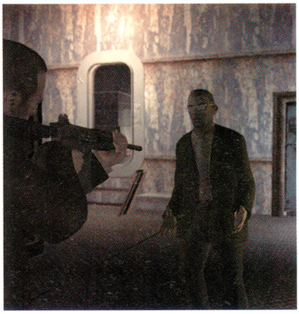
Go to the cargo hold and get revenge on Dimitri.

Now fight all the way back downstairs to the main deck. Although you cleared the route on the way up, more Russians have entered the crew's quarters and galley areas. On the main deck, climb up onto the hold covers and drop down through one of the cargo doors you opened. Then fight your way across the cargo hold until you trigger the cut-scene of Niko and Dimitri talking a little smack. Afterward, toss a couple of grenades down the hold to wipe out Dimitri's men and wound him. This triggers one final cut-scene.



Finish off Dimitri.

Execute Dimitri. He's a rat, right?



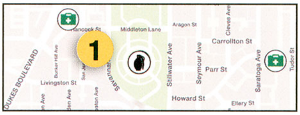
Go to the cargo hold's exit, then get off the ship.

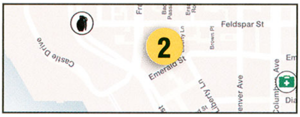
Follow the yellow map blip through the exit door, then up the stairs into the galley area again. Retrace your route back to the gangplank and get off the *Platypus* to complete the mission.

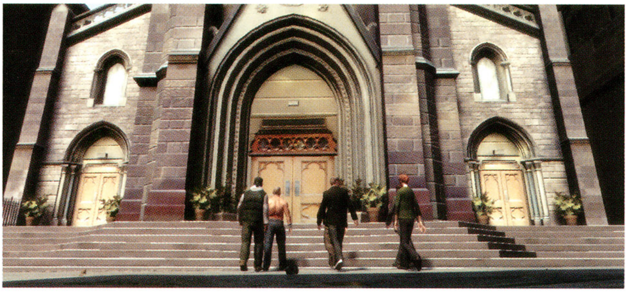
Afterward, Niko calls Roman to announce Dimitri's death, and Roman reminds him about the wedding. Then Phil Bell calls, saying he understands what you did—he didn't trust Dimitri either—but the Pegorinos are falling apart now. Not long after that, Roman sends a text message about his wedding ceremony, which will begin soon. He reminds Niko to wear nice clothes. Finally, Niko automatically calls Kate to report what he's done. She's proud of him and says she'll see him at Roman's wedding.

Mr. & Mrs. Bellic

This mission is triggered after Niko's phone call to Kate to see if she's going to Roman's wedding. Make sure Niko is wearing appropriate attire (suit and nice shoes) and then leave to pick up Kate at her mom's house in Meadows Park.


1
Hancock St
Middleton Lane
Aragon St
Cleves Ave
Carrollton St
Dukes Boulevard
Livingston St
Stillwater Ave
Seymour Ave
Parr St
Saratoga Ave
Tudor St
Howard St
Ellery St


2
Castle Drive
Emerald St
Feldspar St
Liberty Ln
Brown Pl
Denver Ave
Columbus Ave

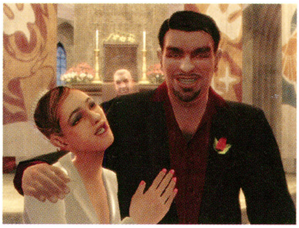


Main Objectives

- Pick up Kate at the McReary house in Meadows Park.
- Drive Kate to Roman's wedding at the church in Algonquin.
- Complete "A Dish Served Cold."

Fail Conditions

- You arrive an hour or more late for the wedding.
- Kate dies on the way to the wedding.



Mission

Go and pick up Kate.

Kate appears as a blue blip on your map. Follow the blue GPS route to Ma McReary's house **(1)** in Meadows Park. When you arrive, Kate is standing by the curb. Honk your horn to get her attention and she gets into your car.

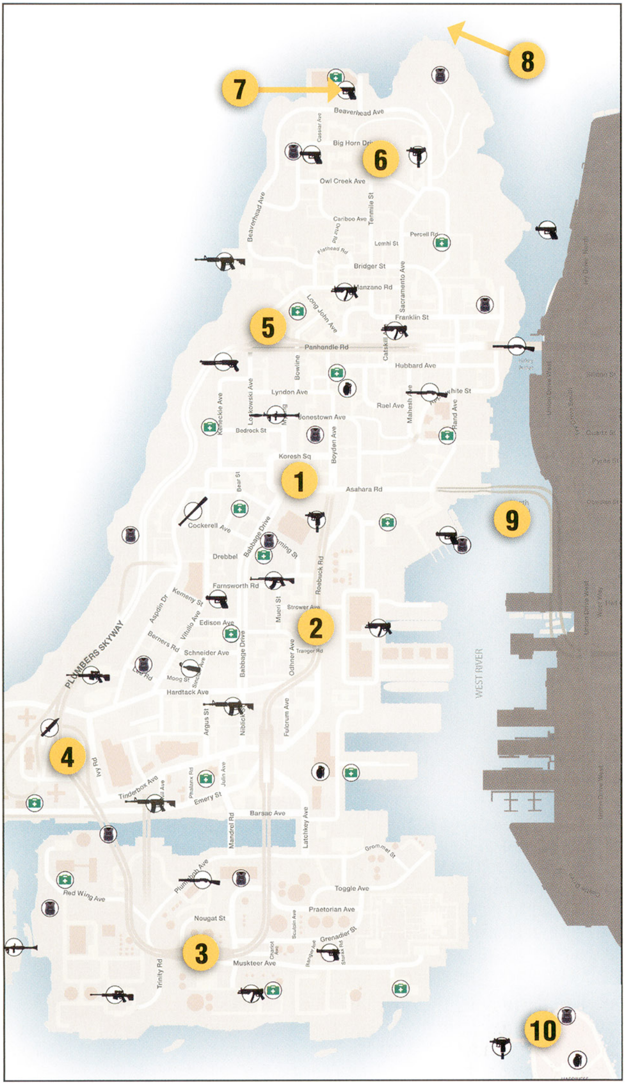
Meet Roman at the church.

Follow the yellow GPS route to the church **(2)** in lower Algonquin. Once you pull into the destination marker, your work in the mission is essentially over. Just watch the cut-scene of the wedding and its heartbreaking aftermath.

Afterward, it's clear what Niko has to do. Soon he gets a text from Little Jacob suggesting a visit to a weapons dealer to stockpile some serious armaments while Jacob tracks down "this bumbaclot." He'll call when he learns Jimmy Pegorino's location. Shortly afterward, Jacob's call comes... triggering your final story mission.

Out of Commission

Not long after the wedding disaster, Little Jacob calls Niko with news: he and Roman have tracked one of Pegorino's men to a place off Koresh Square in Alderney. Maybe he'll lead them to Jimmy. Niko says he's on the way. It's payback time.


8
7
Beaverhead Ave
Big Horn Dr
6
Owl Creek Ave
Tenmile St
Cariboo Ave
Percell Rd
Lemhi St
Bridger St
Manzano Rd
Sacramento Ave
Long John Ave
5
Franklin St
Panhandle Rd
Catskill
Hubbard Ave
Bowline
Lyndon Ave
Rael Ave
Jonestown Ave
Bedrock St
Koresh Sq
Boyden Ave
1
Asahara Rd
9
Cockerell Ave
Drebbel
Babbage Drive
Farnsworth Rd
Roebuck Rd
Kemeny St
Strower Ave
2
Edison Ave
Schneider Ave
Tranger Rd
Odhner Ave
PLUMBERS SKYWAY
Moog St
Hardtack Ave
WEST RIVER
Argus St
Fulcrum Ave
4
Ivy Rd
Tinderbox Ave
Emery St
Barsac Ave
Mandrel Rd
Latchkey Ave
Grommet St
Red Wing Ave
Toggle Ave
Praetorian Ave
Nougat St
Grenadier St
3
Muskteer Ave
Trinity Rd
10

Main Objectives

- Meet up with Jacob and Roman.
- Follow Pegorino's goons to his waterfront casino hideout.
- Fight through Jimmy's crew to reach him.
- Chase Jimmy's boat on a motorbike.
- Chase Jimmy's boat in a helicopter.
- Corner and kill Jimmy on Happiness Island.

Prerequisites

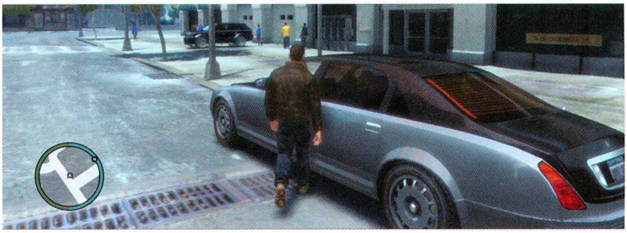
- Complete "A Dish Served Cold."
- Complete "Mr. & Mrs. Bellic."

Fail Conditions

- Pegorino's goon loses you in the initial car chase.
- Pegorino loses you in the bike vs. boat chase or the subsequent chopper vs. boat chase.
- Little Jacob dies.
- Roman dies.
- Miss the jump up on the helicopter.

Spendthrift Arsenal

You need to pack some serious heat for this final battle with Pegorino. Stop by a gun shop and buy all the ammo and heavy artillery you can afford. This is no time to save your money. Spend like you're Roman Bellic!



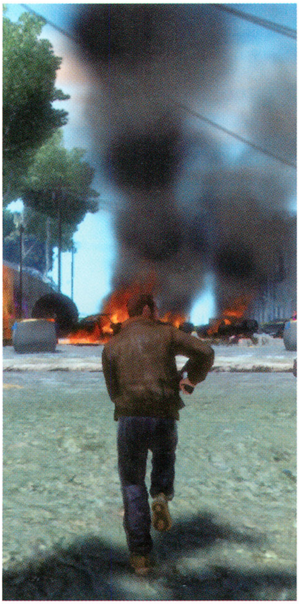
Mission

Go to the car in Alderney where Roman and Jacob are waiting.

The car is marked in blue, so follow the blue GPS route to its location **(1)** on Koresh Square in Alderney. When you reach the car, get in; Niko takes the wheel, of course. Watch the cut-scene as two Pegorino goons hop in their car, notice that you're a "tail," and decide to lose you.

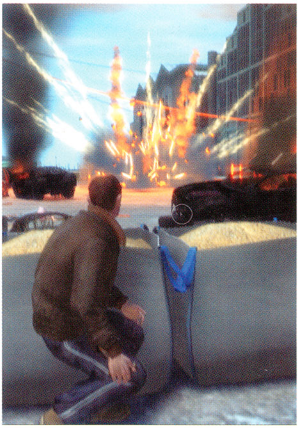
Follow Pegorino's goons; they'll lead you to Jimmy.

The thugs' car (marked as a red map blip now) gets on Roebuck Road and heads south **(2)** for quite a ways. He knows you're following, so you can't really spook him. Just stay comfortably on his tail, but don't let him get too far ahead. The goons stay on the big expressway as it curves west **(3)** and then back north until it becomes Plumbers Skyway **(4)**. Just be patient and keep following. At one point, the goons' car veers over to the wrong side of the road and races up through two lanes of oncoming traffic. Hang tough!



When the freeway curves east and becomes Panhandle Road **(5)**, Pegorino's boys finally swerve down an on-ramp (still driving against traffic), exiting at last. It turns right onto Manzano Road, then starts zigzagging in a northward direction until it reaches a dirt lane off of Bighorn Drive **(6)**. The car finally turns hard onto Beaverhead Avenue, then veers off the road to the right, heading down the beach to an old, rundown waterfront casino **(7)**. If you're close enough behind them, then you trigger a cut-scene here. Watch as your trio comes to a halt under heavy gunfire from the goon-filled casino; Niko orders Jacob to protect Roman and figure out an exit strategy.

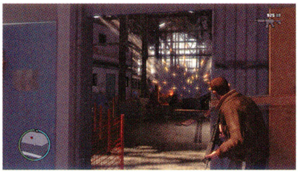
Find Pegorino inside the old casino.

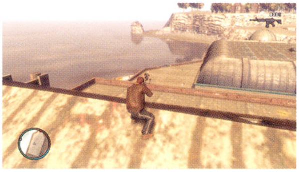


This is your final mission, so as you might expect, it's one hell of a fight. You start behind your destroyed car. Take out the enemies on the rooftop to the right and then move to the rubble pile to the right, where you have better cover and firing angles at the thugs up ahead. Immediately toss some grenades and launch some rockets their way, blasting apart the cars and other stuff they're using for barricades. Then advance using the various stacks of materials for cover to mop up any survivors.

Once you've cleared the area in front of the casino, check for a text from Little Jacob. His message is intriguing: "I got an escape plan for you. Keep your eyes on the sky, sight?"

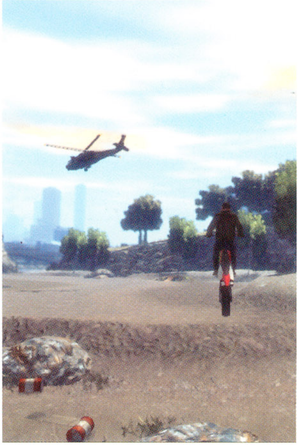
Then, instead of taking the obvious route (which is directly through the casino's front door), circle the building to the right, climb the stairs up to the back patio, and then continue to the right to find the ladder leading up to the roof. From there, you can move across the rooftop from hole to hole, firing through the collapsed ceiling sections to pick off as many of Pegorino's men as possible with your sniper and carbine rifles. (You can't kill Pegorino from the roof, however.)





When you can find no more targets through the roof holes, climb back down and go back to the casino's front entrance. Enter the massive, rotting old building. A few guards have survived your rooftop assault, but not many if you were thorough. (Watch for a First Aid Kit on the left side wall, near some stairs leading up to a locked door.) Advance carefully through the ruins until you reach the back room and trigger the cut-scene meeting with Jimmy. He shouts down at you from an upper level, then takes off running—now *he's* on the roof!

Chase Pegorino.



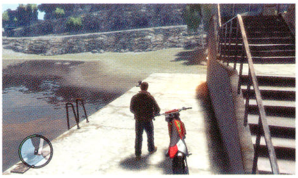
Sprint up the stairs and out onto the roof, but be ready for gunmen covering Pegorino's escape. Follow Jimmy down the ladder; he runs across the back patio, but several shooters block your route and you have little cover here, so take care. Fight through them and track Jimmy again; he heads down a stone staircase to the waterfront. (He's the red blip on your radar.) Just as you close on him near the water, he takes off with a henchman in a boat!

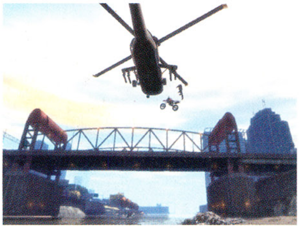
Get on the bike.

Quickly grab the nearby motorbike (marked in blue) on the pier. Hop aboard and open the throttle.

Chase Pegorino along the coastline.

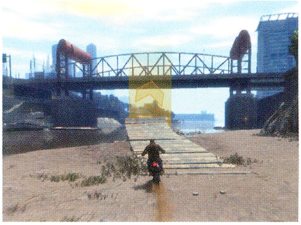
Veer left and start riding down the beach near the waterline, tracking Jimmy's boat as it speeds along the shore. He rounds the northernmost point of the island **(8)** and veers south, still following the coast. Stay with him! Soon a helicopter drops in and joins the chase—it's Jacob and Roman!

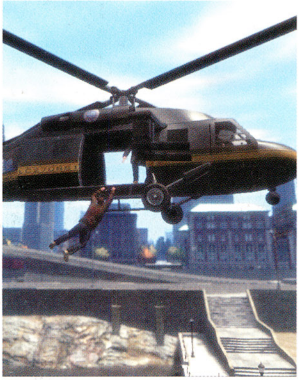




Accelerate off the jetty to jump.

Eventually, you come to a jetty that looks like a dead end. But nothing can stop Niko now. Center the bike on the jetty marked by the glowing checkpoint **(9)** just north of the bridge. Hit it going full speed to trigger a spectacular cut-scene: at the height of Niko's jump, Little Jacob pilots a helicopter right over him… and Niko makes a circus grab of the wheel strut.



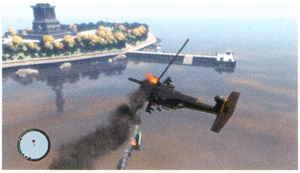


Tap the button to climb in the chopper.

Quickly start tapping the controller button indicated onscreen to crawl up into the bird. Whew! Once Niko gets inside, Little Jacob hands over the controls. Now you're the pilot.

Get low and stay close to Pegorino.

Drop the bird down a bit and follow Jimmy's boat; Little Jacob does the shooting now. Jimmy's guard is slinging rockets at you, so don't get too close; you want some reaction time to dodge side to side, avoiding the salvoes. You can't destroy Jimmy's boat right away, so focus on safe flying. Your chopper can take a rocket or two, so don't despair if a direct hit draws flames. Just stay on course down the West River behind Jimmy's boat until you get near Happiness Island. Then watch the cut-scene: Jimmy and his bodyguard run the boat up the boat ramp, and Niko makes a miraculous landing with the chopper right on the pier.



Chase Pegorino.

You can pick off Jimmy's bodyguard, then take off running after Jimmy. Follow him into the park near the statue **(10)**. It takes a few shots to bring him down, but when you finally do, you trigger another cut-scene: Niko and Jimmy, face to face.

Watch the mission-ending cinematic.

Note what's etched in the retaining wall above Jimmy, just before the camera pans up to a final vision of American Happiness. Don't forget to keep the volume up after the credits…

Liberty City Maps

Points of Interest

Landmarks

Alderney State Correctional Facility	B4

Automotive

Axels Pay 'n' Spray	B2
Axels Pay 'n' Spray	B3
AutoEroticar	B2
Gas Station/Carwash	B1
Globe Oil Carwash	B3
Westdyke Autos	B1

Emergency Services

North Tudor Medical Center	B3
Westdyke Memorial Hospital	B2
Leftwood Police Department	B3
Police Department West District	B4
Port Tudor Police Department	C2
Engine Co No 2 Ladder Co No 1	A3
FDLC with helipad on rooftop	B3

Entertainment

Honkers	B3
tw@	B3

Personal

Gun Shop	B3
Safehouse	C2

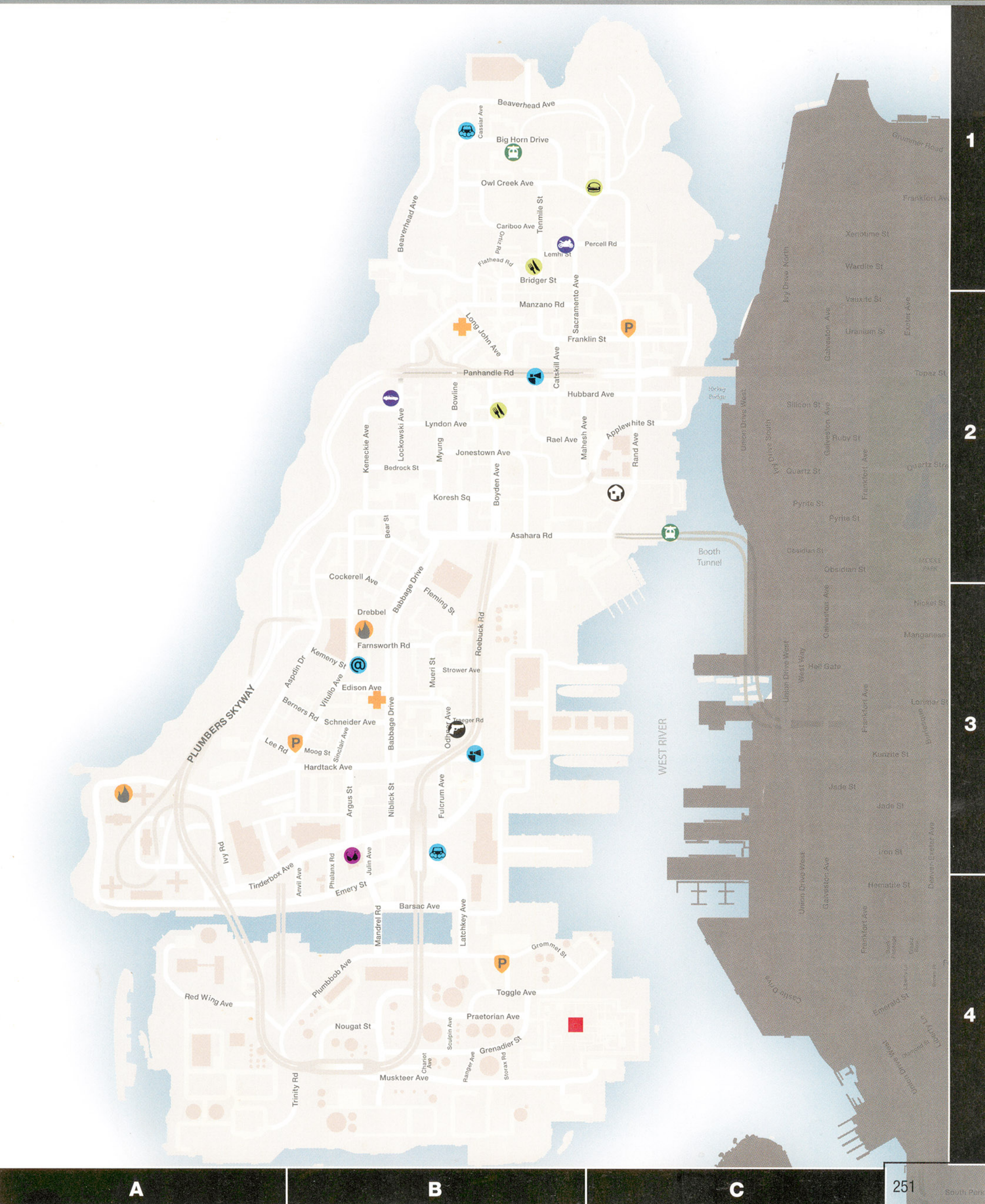
Restaurants

Burger Shot	C1
Mr. Fuk's Rice Box	B2
Pizza This	B1

Transportation

Maverick Helicopter	B1
Maverick Helicopter	C2

Alderney


Beaverhead Ave
Cassiar Ave
Big Horn Drive
Owl Creek Ave
Tenmile St
Cariboo Ave
Beaverhead Ave
Ortiz Rd
Percell Rd
Lemhi St
Flathead Rd
Bridger St
Sacramento Ave
Manzano Rd
Long John Ave
Franklin St
Catskill Ave
Panhandle Rd
Hubbard Ave
Bowline
Lockowski Ave
Keneckie Ave
Lyndon Ave
Applewhite St
Rael Ave
Mahesh Ave
Rand Ave
Myung
Jonestown Ave
Bedrock St
Koresh Sq
Boyden Ave
Asahara Rd
Booth Tunnel
Bear St
Cockerell Ave
Babbage Drive
Fleming St
Drebbel
Roebuck Rd
Farnsworth Rd
Kemeny St
Aspdin Dr
Mueri St
Strower Ave
Edison Ave
Vitullo Ave
Berners Rd
PLUMBERS SKYWAY
Schneider Ave
Babbage Drive
Odhner Ave
Traeger Rd
Lee Rd
Moog St
Sinclair Ave
Hardtack Ave
WEST RIVER
Argus St
Niblick St
Fulcrum Ave
Ivy Rd
Tinderbox Ave
Anvil Ave
Phalanx Rd
Julin Ave
Emery St
Barsac Ave
Mandrel Rd
Latchkey Ave
Grommet St
Plumbbob Ave
Toggle Ave
Red Wing Ave
Praetorian Ave
Nougat St
Sculpin Ave
Grenadier St
Chariot Ave
Ranger Ave
Storax Rd
Muskteer Ave
Trinity Rd
Grummer Road
Frankfort Ave
Xenotime St
Wardite St
Vauxite St
Uranium St
Ivy Drive North
Galveston Ave
Exeter Ave
Topaz St
Union Drive West
Ivy Drive South
Silicon St
Ruby St
Quartz St
Quartz Street
Pyrite St
Obsidian St
Nickel St
Manganese
West Way
Hell Gate
Lorimar St
Kunzite St
Jade St
Iron St
Hematite St
Denver-Exeter Ave
Castle Drive
Emerald St
Union Drive East
Liberty Ln
South Park
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3
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Pickups

Weapons

① **Pistol** • Westdyke • On a low rooftop of the old casino, in a corner near the ladder.

② **Pistol** • Westdyke • On top of the corner house's backyard shed with blue roof.

③ **Micro-SMG** • Westdyke • On the ground behind the Cluckin' Bell billboard and the Burger Shot parking lot.

④ **Pistol** • Westdyke • On the smallest of the series of rocks sticking out of the water in the West River.

⑤ **Carbine Rifle** • Leftwood • Under Leftwood Sports, beneath the pier near the shoreline.

⑥ **SMG** • Leftwood • Behind dumpsters in the side yard of an Electrical Supplies store.

⑦ **SMG** • Leftwood • On an alley-facing windowsill of the Alderney Storage warehouse (lower tier alley).

⑧ **Combat Shotgun** • Leftwood • In the small gap under the Hickey Bridge, between its west column support and the bulkhead.

⑨ **Pump Shotgun** • Alderney City • In the field behind AutoEroticar.

⑩ **RPG** • Alderney City, Myung • On the rooftop water tower platform facing the street. The tower is on top of the Kakagawa building. You must helicopter drop to this location.

⑪ **Grenade** • Alderney City, Hubbard Ave • On a corner apartment ledge adjacent to the parking lot behind Mr. Fuk's Rice Box.

⑫ **Combat Shotgun** • Alderney City, Applewhite St • On a large rooftop ventilation fan unit behind "The Science of Crime" billboard.

⑬ **Baseball Bat** • Berchem, Aspdin Drive • In the northwest corner of a large alleyway.

⑭ **Pistol** • Berchem, Farnsworh Dr • On top of an alley storage rooftop with "Core" graffiti above it, in the alley behind tw@. Use the dumpster to reach it.

⑮ **Assault Rifle** • Acter, Mueri St • On the back alley ledge/ramp, beyond the alley fence (smash it down), of Da' Casy Restaurant & Deli. Look for the wall painted "Markup-Tire Shop"—it's on the ledge behind that.

⑯ **Micro-SMG** • Alderney City, Plumbers Skyway • On top of the parked truck trailers with "Uder Milken" on the side, behind the Globe Oil warehouse.

⑰ **Pistol** • Normandy • This is a mission-specific weapon.

⑱ **SMG** • Normandy, Edison Ave • On the top catwalk of the northernmost dock crane.

⑲ **Molotov** • Tudor, Edison Ave • On the piece of land jutting out into the river, beside a pile of boulders.

⑳ **Combat Sniper** • Acter, Plumbers Skyway • On the west edge of the large apartment building's rooftop. Must helicopter drop to reach it.

㉑ **Molotov** • Acter, Moog St • In a small backyard alley surrounded by alley stairs, on the ground beside a tree.

㉒ **Carbine Rifle** • Tudor, Niblick St • Inside the abandoned Sprunk factory in a metal siding warehouse, near an alleyway close to Niblick St.

㉓ **Knife** • Tudor, Plumbers Skyway • Under a curve in the skyway, on a partial train track behind the wall of a destroyed building.

㉔ **Carbine Rifle** • Tudor, Hardtrack Ave • On top of the incomplete bridge tower between gear housings facing north. Use the catwalks to reach it.

㉕ **Grenade** • Port Tudor • Inside the warehouse chosen if you choose the "Deal" option in the Finale missions. The grenade is on the top catwalk, just under the rooftop window you shoot through.

㉖ **Combat Shotgun** • Acter Industrial Park, Plumbbob Ave • Inside the old warehouse you run through to snipe/protect Jimmy. On the first floor, near the stairs.

㉗ **RPG** • Acter Industrial Park, sunken freighter • The ship is so big, you won't see this glowing until you're near it. It's on the deck on an old cargo hold cover, close to the cabin area on the west side that clearly sticks out of the water.

㉘ **Combat Sniper** • Acter Industrial Park, Trinity Rd • On the top perch of the tall, narrow smoke stack. Climb the catwalk ladders.

㉙ **SMG** • Acter Industrial Park, Praetorian Ave • On the top level of the multi-platform tower, just left of the Globe Oil marquee.

㉚ **Combat Pistol** • Acter Industrial Park, Grenadier St • On the top of the large fuel tank. Find the stairs on the east side, facing the Statue of Happiness.

Health

❶ **Westdyke** • On the second story ledge, inside the old casino used in the Finale.

❷ **Westdyke** • On the second level of the carpark, near the Sprunk machine.

❸ **Leftwood** • Just inside the front door of the "Westdyke" Memorial Hospital in Leftwood. Go figure.

❹ **Alderney City** • This is a mission-only health in Mr. Fuk's Rice Box kitchen. You cannot enter this restaurant when not in a mission.

❺ **Alderney City** • On the ground, out in the open, off of Keneckie Ave. Partially behind a tall wooden fence along the sidewalk.

❻ **Alderney City** • Inside and on the top story of a dilapidated building. Look on the column on the east side of the building.

❼ **Berchem** • In the alley behind "Cheapo's" on Bear St. It's on the alley ledge behind a rickety chain link and sheet metal fence accessible via the stairs behind "Cheapo's."

❽ **Alderney City** • In the fenced-in side of K.C. Spares Auto Parts Importers behind the Ferry Terminal. It's beside the truck docking area.

❾ **Acter** • In the alley used to blow up trucks; near the doorway to Body Armor #6. The health is on the side of a brick wall, behind a dumpster.

❿ **Acter** • On the front steps of the Medical Center on the corner of Babbage Drive and Edison Ave.

⓫ **Tudor** • Inside the open warehouse in a corner beside a large stack of lumber and propane canisters.

⓬ **Tudor** • In the Argus St Honkers. Look on the wall to the right of the bar/dance floor.

⓭ **Port Tudor** • On the outside wall, under the stairs, in the cabin of the tugboat docked inside the boathouse.

⓮ **Acter Industrial Park** • On a support beam on the second level of the power plant pipe platform. It's on the east side of a beam, near the stairs.

⓯ **Acter Industrial Park** • First find the alley that runs between the two largest structures in this area, then stand facing east near the entrance to find it on the outside wall.

⓰ **Acter Industrial Park** • Under the car shelter on the east side of the warehouse with numbers 1-5 painted on the bay doors. The health is next to the Emergency Spill Kit fixture on the wall.

Armor

❶ **Westdyke** • On a narrow ledge above the back door of the building with the Sprunk sign out front. Climb up using the dumpster.

❷ **Westdyke** • In a locked garage used during a mission. Note the Sultan RS behind this garage.

❸ **Leftwood** • In an alleyway, on a ledge between some stairs (on the left) and a raised parking lot (on the right). Look for the "Deliciously Infectious" billboard sign.

❹ **Alderney City** • In an alleyway off of Jonestown Ave, near a pile of red and white plastic crates.

❺ **Berchem** • On the ground beside the west wall of the raised Plumbers Skyway.

❻ **Berchem** • On the eastern rooftop edge of the Panoramic Sumo building on the corner of Babbage Drive and Fleming St. Use the roof access stairway door for the raised lot on the east side of the building.

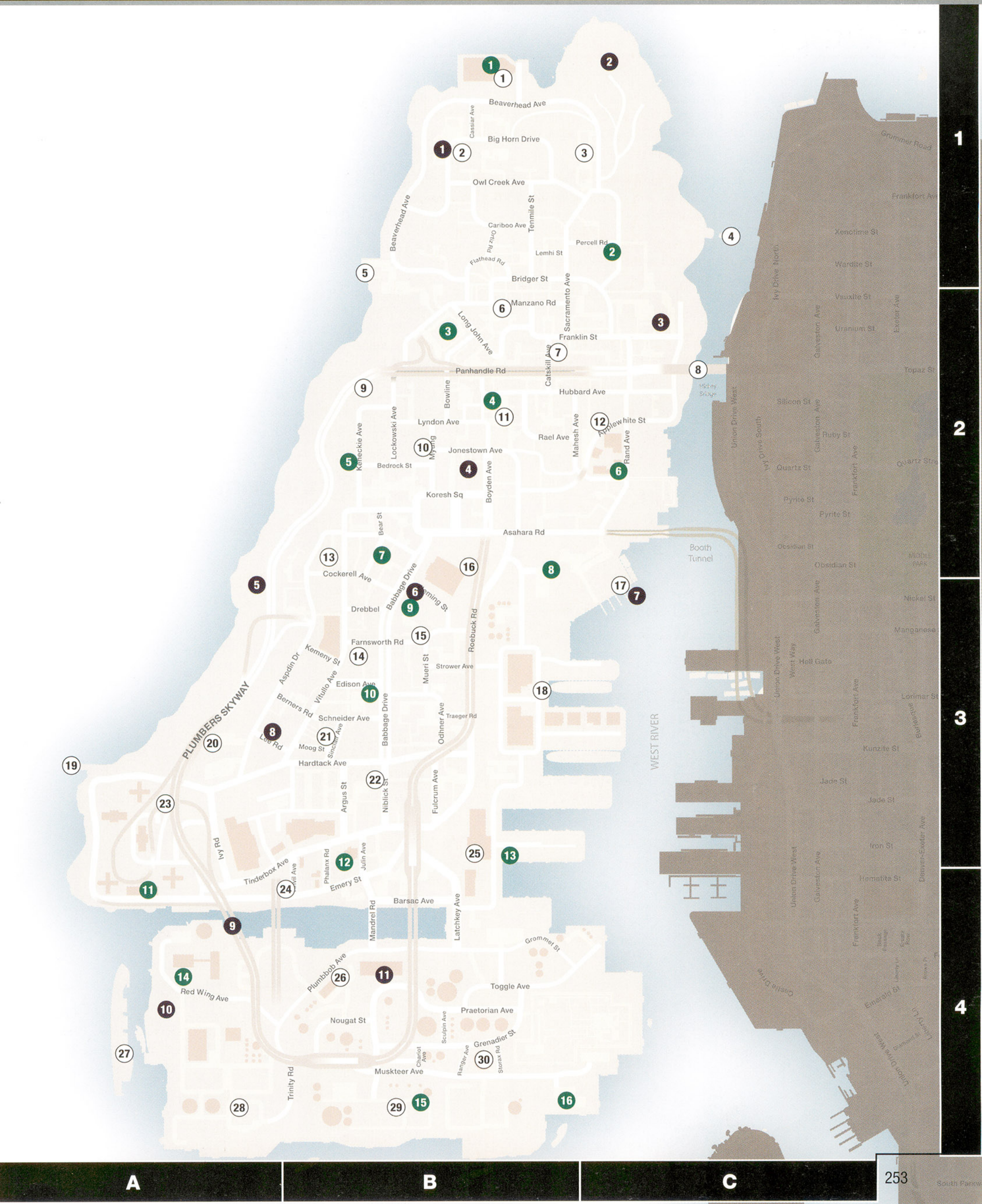
❼ **Normandy** • On the furthest edge of the easternmost bulkhead posts jutting out in the water from the Ferry Terminal.

❽ **Acter** • On the east side of the corner building in an alley, in a nook on the ground. The alley is hard to access due to large wooden fences.

❾ **Tudor** • At the base of the bridge support beam. The platform is surrounded by water, but you can take a running jump at it from the adjacent pipeline.

❿ **Acter Industrial Park** • Inside the north rail house on the tracks near the burning barrel.

⓫ **Acter Industrial Park** • Inside the old warehouse you run into to save Jimmy. In a room near where you find him, near the south side.


Beaverhead Ave
Cassiar Ave
Big Horn Drive
Owl Creek Ave
Beaverhead Ave
Tenmile St
Cariboo Ave
Ortiz Rd
Flathead Rd
Lemhi St
Percell Rd
Bridger St
Sacramento Ave
Manzano Rd
Long John Ave
Franklin St
Catskill Ave
Panhandle Rd
Hubbard Ave
Bowline
Lockowski Ave
Keneckie Ave
Lyndon Ave
Mahesh Ave
Applewhite St
Rand Ave
Rael Ave
Jonestown Ave
Myung
Bedrock St
Boyden Ave
Koresh Sq
Bear St
Asahara Rd
Booth Tunnel
Cockerell Ave
Babbage Drive
Fleming St
Drebbel
Roebuck Rd
Farnsworth Rd
Kemeny St
Aspdin Dr
Mueri St
Strower Ave
Vitullo Ave
Edison Ave
Berners Rd
Babbage Drive
Odhner Ave
Traeger Rd
Schneider Ave
PLUMBERS SKYWAY
Lee Rd
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Sinclair Ave
Hardtack Ave
Argus St
Niblick St
Fulcrum Ave
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Toggle Ave
Red Wing Ave
Praetorian Ave
Nougat St
Sculpin Ave
Grenadier St
Chariot Ave
Ranger Ave
Storax Rd
Muskteer Ave
Trinity Rd
Grummer Road
Frankfort Ave
Xenotime St
Wardite St
Vauxite St
Uranium St
Ivy Drive North
Galveston Ave
Exeter Ave
Topaz St
Hickey Bridge
Union Drive West
Silicon St
Ruby St
Ivy Drive South
Quartz St
Quartz Street
Frankfort Ave
Pyrite St
Pyrite St
Obsidian St
Obsidian St
Middle Park
Nickel St
Manganese
West Way
Hell Gate
Lorimar St
Burlesque
Kunzite St
Jade St
Jade St
Iron St
Hematite St
Denver-Exeter Ave
Back Passage
Lily Row
Castle Drive
Emerald St
Liberty Ln
Diamond St
Union Drive West
South Parkway
1
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3
4
A
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C

Flying Rats

Use our maps, pictures, and descriptions to locate all 200 Flying Rats in the game. Set a waypoint using a location on our map and then travel to that area. Use your ears when you approach the target destination and listen for the cooing sounds of the pigeon to help you hone in on its position.

Keep in mind that police commonly patrol areas where these birds are located. Many times you can avoid trouble by sniping them from a distance, as long as there are no cops around you.

There's a special satisfaction from using Molotovs on Flying Rats, but you can use any weapon except melee weapons to wipe them out. Still, the sick pleasure in seeing those things explode in a cloud of feathers is priceless. This fascination never gets old, not even on your 200th pop!

Killing all the Flying Rats places you 2.5% closer to the 100% completion of the game. It also unlocks an Annihilator helicopter on a helipad (see our Algonquin Flying Rats & USJs map).

USJs

If you can't find a PCJ 600 or an NRG 900 on the street and you've opened all of the bridges, then you can steal one from Westdyke Autos (see our Alderney Points of Interest map). You will receive a one-star Wanted Level, but you can use Stunt Jump #5 in Alderney to escape. You can find a Sultan RS in north Alderney (see map on next page). This is an excellent car for Stunt Jumps and races.

You can often find motorcycles around the jumps that require them. You can also use exotic sports cars (see Grotti on our Algonquin Points of Interest map) to master many of these Stunt Jumps. A few jumps even require boats!

Stunt Jumps will not count if you don't land the vehicle on its wheels or if you miss the target landing area. While riding a motorcycle that's in the air, you can use the control stick like a flight stick and adjust the horizontal and vertical axes. So if a jump goes badly, you may be able to recover while still in the air. Many jumps may send the vehicle with its nose high into the air, essentially forcing you to drop it to land properly. It's also a good idea to hold both brake buttons while in the air in order to quickly stop upon landing. Cars also have the "after touch" effects. Hold down both triggers to spin vehicles.

Flying Rats

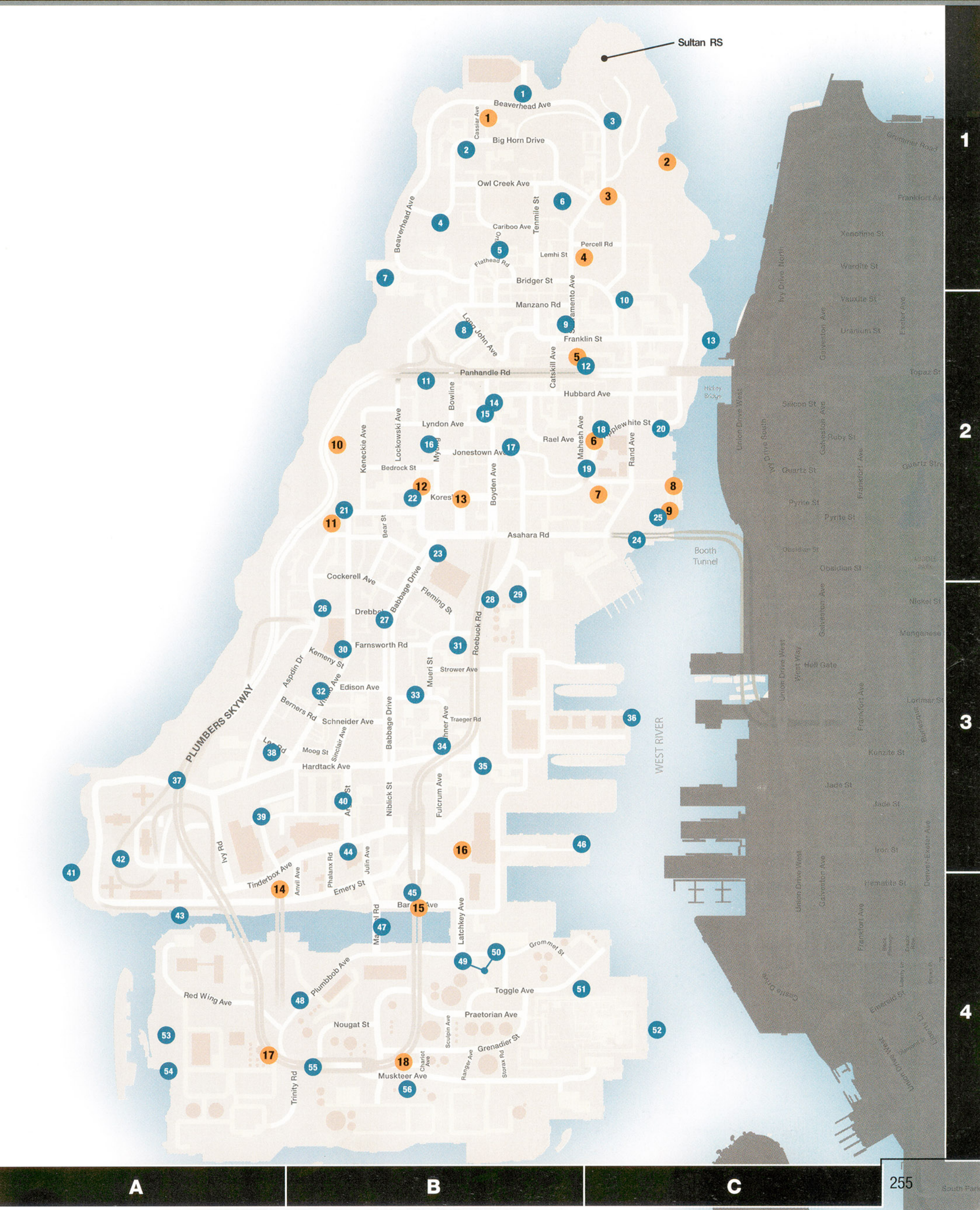
(General Locations)

1	Westdyke
2	Westdyke, Beaverhead Ave
3	Westdyke
4	Westdyke
5	Westdyke
6	Westdyke
7	Leftwood
8	Leftwood
9	Leftwood
10	Leftwood
11	Alderney City
12	Leftwood
13	Leftwood
14	Alderney City
15	Alderney City
16	Alderney City
17	Alderney City
18	Alderney City
19	Alderney City
20	Alderney City
21	Berchem, Vitullo Rd
22	Alderney City
23	Alderney City, Babbage Dr
24	Alderney City, Koresh Sq
25	Alderney City, Koresh Sq
26	Berchem and Aspdin Drive
27	Berchem and Babbage Drive
28	Normandy, Roebuck Rd
29	Normandy, Roebuck Rd
30	Berchem, Vitullo Ave
31	Acter, Mueri St
32	Acter, Berchem, Vitullo Ave
33	Acter, Odhner Ave
34	Port Tudor, Odhner Ave
35	Port Tudor, Fulcrum Ave
36	Port Tudor, Fulcrum Ave
37	Tudor, Hardtrack Ave
38	Acter, Lee Rd
39	Acter, Lee Rd
40	Tudor, Argus St
41	Tudor, Argus St
42	Tudor, Plumbers Skyway
43	Tudor, Plumbers Skyway
44	Tudor, Tinderbox Ave
45	Tudor, Plumbers Skyway
46	Port Tudor, Barsac Ave
47	Port Tudor, Mandrel Rd
48	Acter Industrial Park, Plumbbob Ave
49	Acter Industrial Park, Grommet St
50	Acter Industrial Park, Grommet St
51	Acter Industrial Park, Toggle Ave
52	Liberty, Toggle Ave
53	Acter Industrial Park, Grommet St
54	Acter Industrial Park, Grommet St
55	Acter Industrial Park, Plumbers Skyway
56	Acter Industrial Park, Praetorian Ave

Unique Stunt Jumps

(General Locations)

1	Westdyke, Cassiar Ave
2	Westdyke, Applewhite St
3	Westdyke, Sacramento Ave
4	Westdyke, Sacramento Ave
5	Leftwood, Franklin St
6	Alderney City, Applewhite St
7	Alderney City, Rand Ave
8	Alderney City, Rand Ave
9	Alderney City, Applewhite St
10	Aldereny City, Plumbers Skyway
11	Berchum, Plumbers Skyway
12	Alderney City, Keneckie Rd
13	Alderney City, Koresh Sq
14	Tudor, Phalanx Rd
15	Tudor, Barsac Ave
16	Tudor, Praetorian Ave
17	Acter Industrial Park, Plumbers Skyway
18	Acter Industrial Park, Plumbers Skyway


Sultan RS
Beaverhead Ave
Cassiar Ave
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Owl Creek Ave
Tenmile St
Cariboo Ave
Percell Rd
Lemhi St
Flathead Rd
Beaverhead Ave
Bridger St
Manzano Rd
Sacramento Ave
Long John Ave
Franklin St
Catskill Ave
Panhandle Rd
Hubbard Ave
Bowline
Lockowski Ave
Keneckie Ave
Lyndon Ave
Mahesh Ave
Applewhite St
Rael Ave
Rand Ave
Jonestown Ave
Bedrock St
Boyden Ave
Asahara Rd
Bear St
Cockerell Ave
Babbage Drive
Fleming St
Drebbel
Roebuck Rd
Farnsworth Rd
Kemeny St
Aspdin Dr
Mueri St
Strower Ave
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Flying Rats (Detailed Locations)

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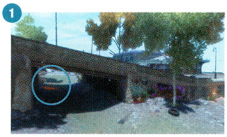

Westdyke
Under the overpass to the abandoned casino used in the Finale.

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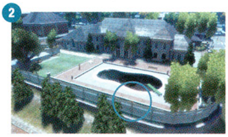
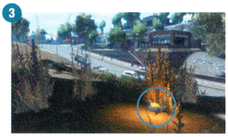


Westdyke, Beaverhead Ave
On a fencepost near a large mansion with a swimming pool, near the Ron Oil gas station.

③


Westdyke
On a knoll between Beaverhead Ave and the raised dirt road to an abandoned house.

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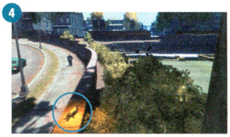

Westdyke
On a brick sidewalk wall, under a tree, near a posh house.

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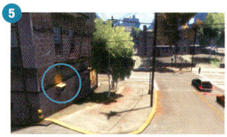

Westdyke
On top of the exterior wall air conditioning unit on the Westdyke Deli, on the corner of Flathead Rd and Ortiz Rd.

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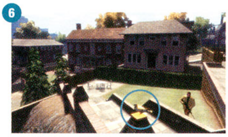

Westdyke
On a brick fence column lining the steep backyard steps of this large, two-story colonial brick home.

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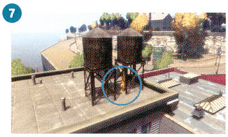

Leftwood
On the water tower support beam, on the rooftop of Fanny Crabs seafood restaurant. Drop down with a helicopter or snipe from the raised park across the street. Or climb the AM2MP's payphones (next door) and clamber to the rooftops.

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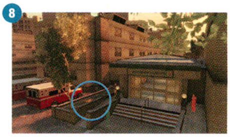
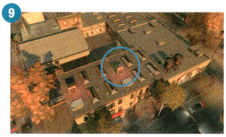
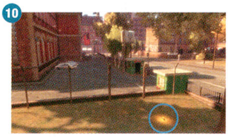


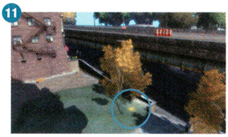
Leftwood
In the large planter beside the hospital entrance.

⑨


Leftwood
Atop the stairwell shed on top of Gaulle Jewelry store. Use the ladder in the alley behind the store to get on top of the adjacent building's rooftop. Then use the small rooftop ladder to reach the jewelry store rooftop.

⑩


Leftwood
In a lawn beside the Leftwood LCPD station (near the guard entrance).

⑪


Alderney City
On the grass behind a short sidewalk wall near the stairs. This is under the raised Panhandle Rd next to a large apartment building.

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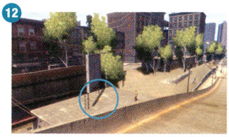

Leftwood
Under a blank billboard on a small rooftop. You can shoot it from the raised Panhandle Rd freeway.

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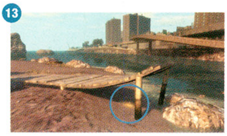

Leftwood
Under the wooden ramp used in the Finale to jump from the beach to Jacob's helicopter.

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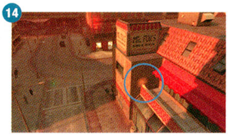
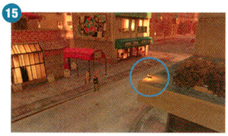
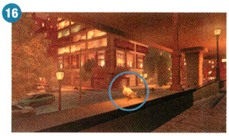


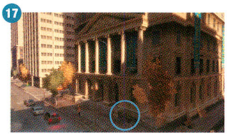
Alderney City
On the second-story balcony wall on Mr. Fuk's Rice Box Korean Restaurant.

⑮


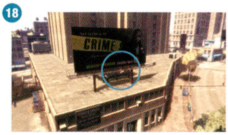
Alderney City
On the first-story corner ledge of the office building (for sale), across the street from Mr. Fuk's Restaurant.

⑯


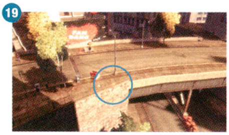
Alderney City
On the short wall near the stairs, on the east side of the Kakagawa building. Shoot it from the sidewalk.

⑰


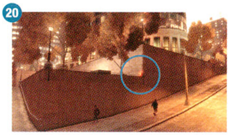
Alderney City
The large, white, brick building (that's for sale) draped with the large blue "330th anniversary of Alderney City" banners. The Flying Rat is beside the stairs, behind the small sidewalk metal gate.

⑱


Alderney City
On the catwalk under the "The Science of CRIME" billboard, on top of the rental building. Snipe it from the ground.

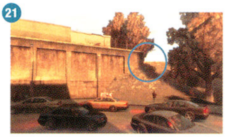
⑲


Alderney City
Across the street from a Hot Dog vendor and a building with lips on the rooftop and a "Fang Dang" ad on the side. The Flying Rat is on a raised road sidewalk wall.

⑳


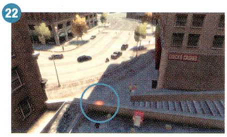
Alderney City
On the step-like road wall in a corner. Looking from the building's walkway, it's near a Hot Dog and Magazine stand on a patio wall.

21



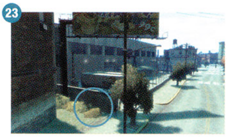
Berchem, Vitullo Rd
On a large gravel mound that's against a road wall off the sidewalk, on the corner of Vitullo.

22



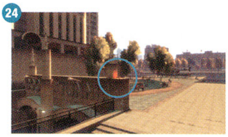
Alderney City
On Berchem and Koresh Sq, on a sidewalk wall near steps and a Hot Dog vendor.

23



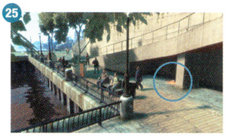
Alderney City, Babbage Dr
Under the Cluckin' Bell's "Cock-A-Doodle-Do!" billboard, behind some bushes near a concrete fence.

24



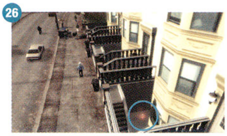
Alderney City, Koresh Sq
Near the stairs that lead to the park and the Maverick helipad, on the corner of the Booth Tunnel arch.

25



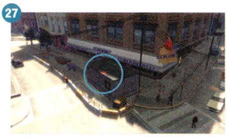
Alderney City, Koresh Sq
Under the large, brick stairs on the boardwalk, in a little nook.

26



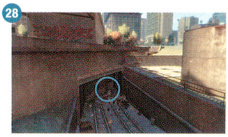
Berchem and Aspdin Drive
At the bottom of the stairs of the second house from the right in this lovely complex near the water.

27



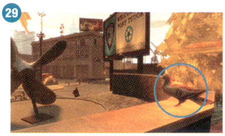
Berchem and Babbage Drive
On top of the construction shed, on the side of the road, in front of Cluckin' Bell.

28



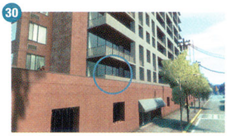
Normandy, Roebuck Rd
Beside the Ron Oil tanks in the Port Authority facility, at the end of the rails in a short tunnel under a raised road. The Flying Rat is on the ground.

29



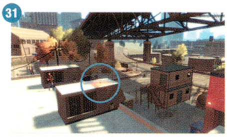
Normandy, Roebuck Rd
Behind the boat propeller artwork on the berm in front of the Port Tudor Port Authority billboard. The Flying Rat is on a short wall.

30



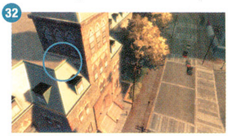
Berchem, Vitullo Ave
On this tall building's first-story balcony railing of the corner apartment. Shoot the Flying Rat from the sidewalk across the street.

31



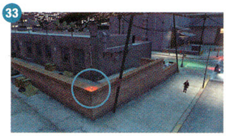
Acter, Mueri St
On top of Lennies Fireproof Door Co.'s rooftop condenser. Use the sidewalk stairs of the hardware store southwest from Lennies to reach an adjacent rooftop, where you can find a ladder to reach Lennies' rooftop.

32



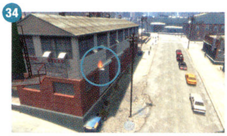
Acter, Berchem, Vitullo Ave
The large, church-looking building across from tw@, at the edge of the third-story rooftop gable, next to the steeple-like section. Snipe the Flying Rat by standing on the corner across the street from the main entrance.

33



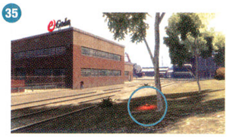
Acter, Odhner Ave
On top of a sidewalk brick wall. It sits on the corner near an alley and a very crooked, wooden light pole.

34



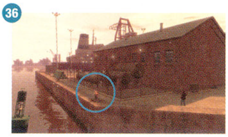
Port Tudor, Odhner Ave
On an awning above a shutter door on this Auto Parts building. Shoot it from the sidewalk. Watch out for cops patrolling the area.

35



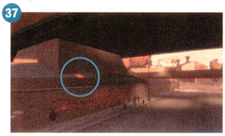
Port Tudor, Fulcrum Ave
Near the "O Cola" building, in the grass below a tree next to the old rail tracks.

36



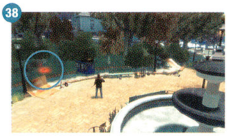
Port Tudor, Fulcrum Ave
Behind a Pharted Gas dock house, sitting on the corner of a bulkhead (water edge wall).

37



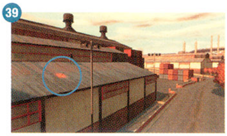
Tudor, Hardtrack Ave
Under the Plumbers Skyway freeway and beside the lower Hardtrack Ave, on a freeway support. Shoot it from the Hardtrack sidewalk.

38



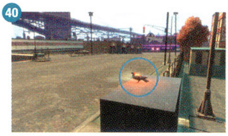
Acter, Lee Rd
On the grass in the trashy park near the Assassin pay phone. The Flying Rat is inside the park, beside a dumpster near the dry fountain.

39



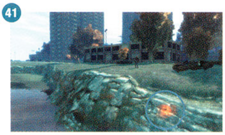
Acter, Lee Rd
On the south side of this large industrial warehouse, on the rooftop's first tier. You can climb to the roof from the building's low north side, near the sidewalk.

40



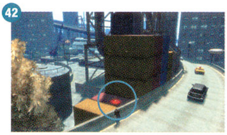
Tudor, Argus St
Across from a Sprunk cutout billboard and down the road from Honkers. It's on top of the roadside electrical box.

41



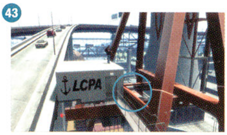
Tudor, Argus St
At the shoreline just beyond a burnt chassis, behind an abandoned building. The Flying Rat is on the side of the cliff.

42



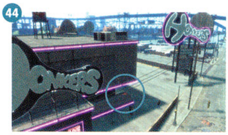
Tudor, Plumbers Skyway
On a shipping container stack near the Plumbers Skyway off-ramp. You can shoot over the off-ramp road wall to hit it.

43



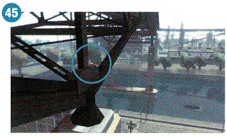
Tudor, Plumbers Skyway
From the Plumbers Skyway on-ramp, climb on top of the LCPA sky crane cab. Walk south across the rooftop and look over the edge. The Flying Rat is on a metal plate below the rooftop.

44



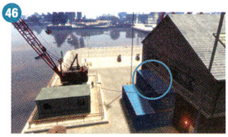
Tudor, Tinderbox Ave
On top of the Honkers main entrance awning, above the doorman. You may want to shoot the doorman first if you are at close range; he'll shoot you if you don't.

45



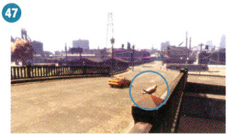
Tudor, Plumbers Skyway
This one is perched high on a freeway support below the Plumbers Skyway. You can snipe it from the sidewalk to its west, near the diner below, or you can shoot it from the diner's rooftop. Use the riverside dumpster to reach the wall vent to then reach the rooftop.

46



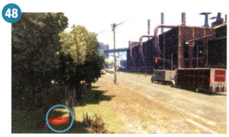
Port Tudor, Barsac Ave
On top of the highest ThriftEx shipping container, against the rear of the building. This is also near the crane at the end of the dock. Climb up to the top of the containers and shoot it.

47



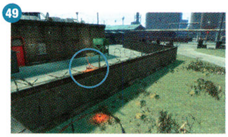
Port Tudor, Mandrel Rd
Near the middle of the Mandrel road bridge, on its east side. The Flying Rat is on a post of the railing.

48



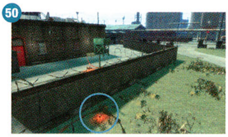
Acter Industrial Park, Plumbbob Ave
Below some trees just off the road from the entrance to the large "Dude Chemicals" grounds. It's on the ground in the grass.

49



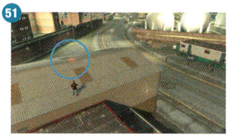
Acter Industrial Park, Grommet St
On the barbed wire fence surrounding the small police department. On the west side facing Terroil.

50



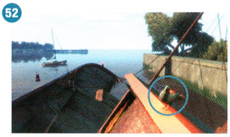
Acter Industrial Park, Grommet St
On the ground below the Flying Rat that's on the barbed wire fence that surrounds the small police department.

51



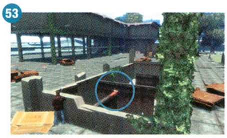
Acter Industrial Park, Toggle Ave
On the rooftop of a warehouse accessible by climbing the dumpsters on the west side. This warehouse is east, beside the well-guarded Alderney State Corrections Facility. Firing a weapon is sure to attract attention.

52



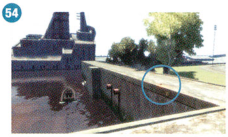
Liberty, Toggle Ave
On the cabin deck of the small half-sunken tugboat. Jump in the water, board the boat, and shoot the Flying Rat.

53



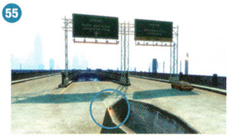
Acter Industrial Park, Grommet St
On top of a wall inside the foundation of a building that is no more. Shoot it from the surrounding walkway.

54



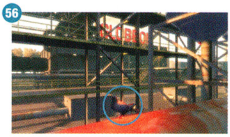
Acter Industrial Park, Grommet St
Just yards away from the half-sunken ship and the ripe-for-stealing Dinghy. The Flying Rat is on the edge of the wide bulkhead pathway near the corner.

55



Acter Industrial Park, Plumbers Skyway
On the raised Plumber Skyway freeway and on the center median. This is the end of the rounded median just yards away from the descending center ramp to Tudor and Acter Industrial Park.

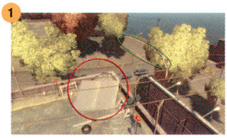
56



Acter Industrial Park, Praetorian Ave
On top of one of the low pipes at the Globe Oil plant site. Climb the nearby stairs to reach the first catwalk level in order to get a good shot at the Flying Rat.

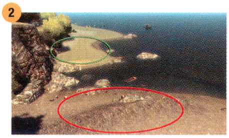
Unique Stunt Jumps (Detailed Locations)

1



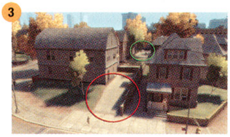
Westdyke, Cassiar Ave
Hit the ramp on the raised parking lot behind the "Deli & Grocery" and land on Beaverhead Ave to the northwest, near the coastline. Back up to the adjacent back lot to the southeast to get enough speed to make the landing zone.

2



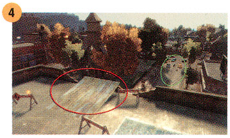
Westdyke, Applewhite St
Use the dirt ramp on the beach to jump the small creek and land on the other side. Jump while going south to north—the opposite direction you hit it during the Finale.

3



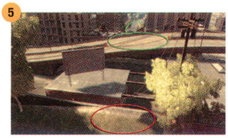
Westdyke, Sacramento Ave
This jump is a steep driveway, heading north to south. Get lots of speed on Beaverhead Ave to the north of the jump, head up the driveway, and jump over the backyard fences. You must clear them all or hit the last one to successfully land it.

4



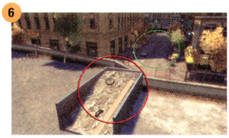
Westdyke, Sacramento Ave
This ramp is on top of the multi-story car park (parking garage). Get lots of speed from the opposite end of the parking lot and jump onto Lemhi St below. You must land beyond the first set of telephone poles.

5



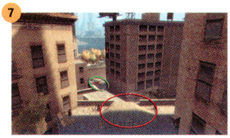
Leftwood, Franklin St
This ramp is a dirt berm next to an alley wall. The jump course runs north to south. You can land on the freeway or beyond, over the building south of the freeway and land on Mehesh Ave. Tear out of the Westdyke Autos front doors (corner of Lemhi St and Sacramento Ave), speeding south, and hit the alley ramp to escape the cops. Aim your front wheel down, as the angle of the jump causes the nose of the bike to sail straight into the air.

6



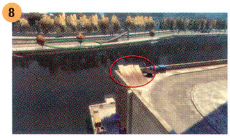
Alderney City, Applewhite St
This dumpster jump goes from east to west. Simply start your approach from the previous intersection to the east (Rand Ave and Applewhite St) and land on Rael Ave below, just beyond the Hot Dog stand.

7



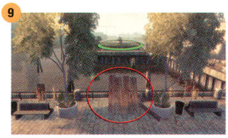
Alderney City, Rand Ave
The ramp for this jump (going from west to east) is made of sand and is located behind the "Sportwear Gallery." Start driving from across the street on Applewhite overpass and land near the mouth of the alley below on Rand Ave.

8



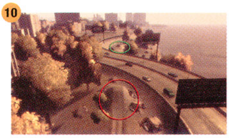
Alderney City, Rand Ave
This west-to-east jump takes place over a river. Find the wooden ramp on the back ledge, behind a large hotel-like building. Using a sport bike, start on the west side of the Mehesh Ave overpass to the west of the jump. You must clear the river and land on the shoreline path on the other side.

9



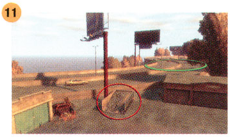
Alderney City, Applewhite St
Start your approach on the boardwalk just in front of the opening of the tunnel before the ramp. Race along the boardwalk from north to south and hit the wooden ramp along the walkway rail. (As you pass through the tunnel, steer for the area between the trees as this is easier to see than the ramp.) Jump over the water and land on the helipad. Don't use too much speed or you may overshoot the helipad. You can pass this challenge by landing in the water, just short of the end of the helipad, but you will lose your vehicle.

10



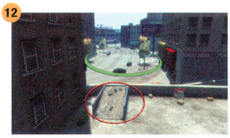
Aldereny City, Plumbers Skyway
Locate the dirt ramp heading north to south along the dirt path adjacent to Plumbers Skyway. Using a motorcycle, start off in the parking lot behind AutoEroticar and drive between the wooden fence and CJ's Autos. Accelerate along the dirt path while leaning forward for speed. You must clear Plumbers Skyway and land on the coastline area beyond.

11



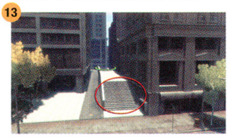
Berchum, Plumbers Skyway
This is a south-to-north dumpster jump over Plumbers Skyway. Start your approach down the street, going south on Aspdin Drive near the Life dry cleaners. You don't need to clear the Skyway, but you must land on the opposing traffic side of it.

12



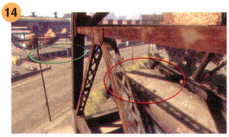
Alderney City, Keneckie Rd
This alleyway dumpster jump runs from north to south. Back up to the building outside the alley to the south on Bedrock St. Lean forward for speed, jump over the Vitullo intersection and then land on Koresh Sq.

13



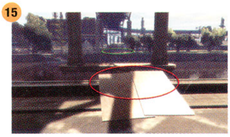
Alderney City, Koresh Sq
This sidewalk stair jump goes from south to north along Koresh Sq. Using a motorcycle, start south against the building to the south and lean forward for the duration of the run. Jump over the alley walkway and clear the stairs to land at the end of the alley or on Jonestown Ave.

14



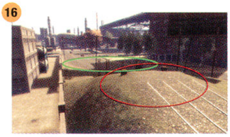
Tudor, Phalanx Rd
This jump runs south to north off the derelict bridge. Jump from the bridge section on the left (west side); you'll notice it is raised higher at the end compared to the east side of the bridge. Start driving on the south entrance on Red Wing Ave in Acter Industrial Park and jump over Tinderbox Ave. You must land on the carport rooftop of the building across the street (or close to it).

15



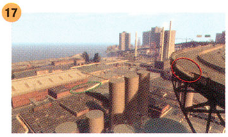
Tudor, Barsac Ave
Jump the wooden ramps leaning against the road wall at the bottom of the Tudor and Acter off-ramp on Plumbers Skyway. Travel south down the off-ramp, hit the ramp, then jump the channel. Land your vehicle on the road on the other side.

16



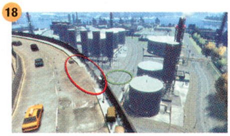
Tudor, Praetorian Ave
This jump, which goes from north to south, is actually a hill at the end of an old rail line. It's easy for a motorcycle to get caught up in the rails, so drive next to the rails or use a fast sports car. Start off near Flying Rat #35 (in our Alderney list) by the eCola factory. Clear the dirt and land in the street; you don't need to reach the next intersection.

17



Acter Industrial Park, Plumbers Skyway
This jump is a dirt pile on the opposing side of traffic on the raised part of the Skyway. Part of the median is missing, so you can drive west across traffic, hit the dirt ramp, sail through the missing outer wall, then over the silos and the following rooftop. To complete it, you must land between the first and second warehouses beyond the silos.

18



Acter Industrial Park, Plumbers Skyway
This jump is similar to #17, only this one goes along northbound traffic. You need to jump the dirt ramp on the right side and zip through the missing road wall section. Hit the small dirt pile, smash through the wooden road barricades, then land on the street below.

Points of Interest

Landmarks

🟥	Civic Citadel	D4
🟨	Civilization Committee	E3
🟪	Star Junction	D3
⬛	Statue of Happiness	D4
🟧	Randolf Art Center	D2
🟦	Rotterdam Tower	D3

Automotive

Auto Cowboys Pay 'N' Spray	D1
Auto Limo Pay 'N' Spray	D3
Grotti	E2
Highspeed Highway Car Wash	D2

Clothing

Modo	D1
Perseus	D2
Perseus	D4

Emergency Services

Holland Hospital Center	D1
Hospital	E3
Bismark Ave Police Department	D3
East Holland Police Department	D3
Fishmarket North Police Department	E3
Liberty City Police Department	D2
Star Junction Police Department	D4
Suffolk Police Department	E2
Westminster Police Department	E1
Fishmarket South Fire Department	E4
Northwood FDLC	D1

Entertainment

Club Liberty	D1
Split Sides	D3
Memory Lanes	D3
Lucky Winkles	D3
Bahama Mamas	D3
Jerkov's Cossieur's Bar	E2
tw@	D1

Personal

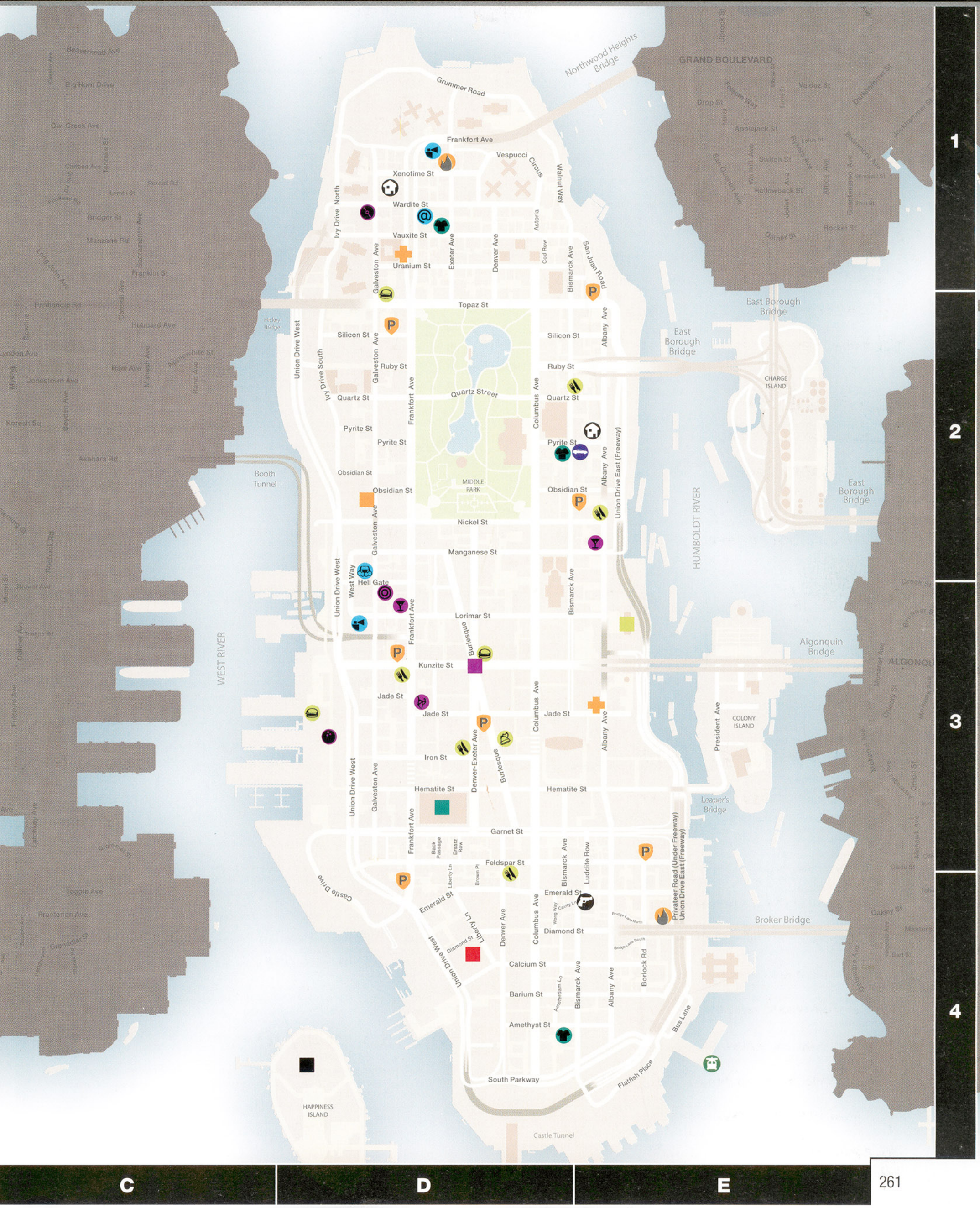
Gun Shop	E4
Safehouse	D1
Safehouse	E2

Restaurants

60 Diner	D3
60 Diner	E2
Burger Shot	D1
Burger Shot	D3
Burger Shot	D3
Cluckin' Bell	D3
Superstar Café	E2
Drusilla's *(take your date across the street instead!)*	D4
Gelateria Pasta Liquor Pizza	D3

Transportation

Heli Tours	E4


Grummer Road
Northwood Heights Bridge
GRAND BOULEVARD
Frankfort Ave
Vespucci Circus
Xenotime St
Wardite St
Vauxite St
Uranium St
Ivy Drive North
Walnut Way
Galveston Ave
Exeter Ave
Denver Ave
Astoria
Cod Row
Bismarck Ave
San Juan Road
Topaz St
Silicon St
Ruby St
Quartz St
Quartz Street
Pyrite St
Obsidian St
Nickel St
Manganese St
MIDDLE PARK
Union Drive West
Ivy Drive South
Frankfort Ave
Columbus Ave
Albany Ave
Union Drive East (Freeway)
East Borough Bridge
CHARGE ISLAND
HUMBOLDT RIVER
Booth Tunnel
Hickey Bridge
West Way
Hell Gate
Lorimar St
Burlesque
Kunzite St
Jade St
Iron St
Denver-Exeter Ave
Hematite St
Garnet St
Back Passage
Ersatz Row
Feldspar St
Liberty Ln
Brown Pl
Emerald St
Castle Drive
Luddite Row
Wong Way
Cavity Ln
Bridge Lane North
Bridge Lane South
Diamond St
Calcium St
Barium St
Amethyst St
Amsterdam Ln
Borlock Rd
Privateer Road (Under Freeway)
Union Drive East (Freeway)
Algonquin Bridge
COLONY ISLAND
President Ave
Leaper's Bridge
Broker Bridge
WEST RIVER
HAPPINESS ISLAND
South Parkway
Flatfish Place
Bus Lane
Castle Tunnel
ALGONQUIN
Beaverhead Ave
Big Horn Drive
Owl Creek Ave
Bridger St
Manzano Rd
Franklin St
Panhandle Rd
Hubbard Ave
Applewhite St
Lyndon Ave
Jonestown Ave
Koresh Sq
Asahara Rd
Strower Ave
Toggle Ave
Praetorian Ave
Grenadier St
Drop St
Applejack St
Switch St
Valdez St
Hollowback St
Rocket St
Gainer St
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Pickups

Weapons

① **Molotov** • Northwood, Muskteer Ave • In a nook on the ground, on the north side of the warehouse.

② **RPG** • Northwood, Humboldt River • On top of a large boulder jutting out of the water. Use a boat or helicopter drop.

③ **Sniper Rifle** • Northwood, Muskteer Ave • On top of the tall and narrow silo. Use the north facing ladder to reach it.

④ **Knife** • Northwood Heights Bridge • On the north pedestrian path on top of the bridge.

⑤ **Baseball Bat** • Liberty • On top of the rail bridge, in the middle, between tracks.

⑥ **Pistol** • Northwood, Grand Blvd • On the edge of a rooftop of a dilapidated building, almost under the rail tacks.

⑦ **SMG** • North Holland, Vauxite St • On the rooftop, below the billboard on the Linen Lounge.

⑧ **SMG** • East Holland, Vauxite St • On the back porch area in this large alley, near a single fence corner section, and behind a short brick wall near some stairs.

⑨ **Pump Shotgun** • Varsity Heights, Union Drive West • Behind a sidewalk wall and shipping containers, near truck trailers, below and beside the on-ramp to Topaz St.

⑩ **Pistol** • Middle Park • On the small island in the pond.

⑪ **Pump Shotgun** • Middle Park, Subway • On the ground, on the train level of the subway, on the north track side, near the tunnel.

⑫ **Combat Shotgun** • Lancaster, Albany Ave • On the gas pump shelter rooftop of Terroil. Use pedestrian walkway stairs to the south to access the rooftops.

⑬ **Baseball Bat** • Lancaster, Ruby St • In the deep crevice below the roads and Ruby St overpass, between ramps.

⑭ **Micro-SMG** • Charge Island, Ruby St • On the boat pier, between barrels and small dumpsters, near the first two docks on the pier.

⑮ **Molotov** • Charge Island, East Borough Bridge • As high up on the bridge as you can get! Clamber up the girders over the bridge and find Molotovs just east off a center plate.

⑯ **Combat Pistol** • Charge Island, East Borough Bridge • Under a catwalk ramp on a large storage tank beside the bridge. Use the ladder to access the top.

⑰ **Knife** • Charge Island, East Borough Bridge • It's actually in the middle of the road, on an off-ramp just beyond the toll booths.

⑱ **Grenade** • Charge Island, East Borough Bridge • On the east end of the raised catwalk, near a large metal closet overlooking the buried storage tanks.

⑲ **Knife** • Middle Park West, Galveston Ave • Against a wall, in some garbage cans behind the fence of the paid parking lot in the alley.

⑳ **Micro-SMG** • Booth Tunnel • In an open median section of the tunnel, between opposing lanes of traffic. Near a multi-messaged, lighted, ceiling warning sign.

㉑ **Knife** • Middle Park, Union Drive West • In the back of the tunnel that leads to the park's underground restrooms.

㉒ **Micro-SMG** • Star Junction, Nickel St • On a short wall surrounding a large courtyard planter in the large alley behind The Emissary building.

㉓ **Molotov** • Westminster, Nickel St • In the middle of the street in this brick-paved alley.

㉔ **Grenade** • Star Junction, Kunzite St • On the ground in an alley between The Celtica and The Magic Curtain.

㉕ **Combat Sniper** • Hatton Gardens, Albany Ave • On the Stunt Jump rooftop dome of the Liberty City Community HQ. You get an automatic four-star Wanted Level when you enter the premises.

㉖ **Carbine Rifle** • Lancet, Algonquin Bridge • On the rooftop of a tunnel accessible from the middle section of the Algonquin Bridge.

㉗ **Baseball Bat** • Colony Island, lighthouse • At the north side base of the lighthouse.

㉘ **Baseball Bat** • Algonquin Bridge • On the north side pedestrian walkway, on the rail track level in a bridge support beam nook.

㉙ **Combat Shotgun** • Colony Island • At the only entrance to the abandoned mental hospital. Propped up next to the entryway.

㉚ **Assault Rifle** • Colony Island • Inside a room in the southwestern corner of the abandoned mental hospital.

㉛ **Pistol** • The Meat Quarter • On the turf at the end of the fenced-in pier driving range.

㉜ **Grenade** • The Meat Quarter, Union Drive West • On the steps in the open alley next to the "home o' sport Minister Meat Market."

㉝ **Grenade** • The Triangle, Iron St • Next to the sky crane in the closed road section.

㉞ **Grenade** • The Triangle, Jade St • On the street in the construction zone next to the sidewalk, two cable spools, and a truck trailer.

㉟ **Combat Pistol** • The Triangle, Jade St • On the second story ledge of the Grand Easton Terminal, near the sky crane. Look for the Dilettante billboard from the street. The gun is on the ledge next to it.

㊱ **Carbine Rifle** • Easton, Jade St • Hidden behind garbage cans in a corner nook, second story walkway of the east side of the Grand Easton Terminal.

㊲ **Grenade** • Suffolk, Feldspar • On the pump shelter rooftop of the Globe Oil gas station. Use the stairs.

㊳ **Combat Pistol** • City Hall, Calcium St • In the dining courtyard, next to a plastic table and an empty planter.

㊴ **Grenade** • Chinatown, Bismarck Ave • On the second level of the building under construction, between a Chinese restaurant and "Common Travel."

㊵ **Pistol** • Broker Bridge • On the raised wooden pedestrian walkway that runs between both sides of traffic in the middle of the Broker bridge.

㊶ **Micro-SMG** • The Exchange, Bismarck Ave • On the ground in an alley nook.

㊷ **Micro-SMG** • Happiness Island • At the end of the pier in the southernmost guard booth.

㊸ **Grenade** • Happiness Island • At the entrance to the Statue of Happiness on the north side. Find the grenades in the hallway just before the security check room with the Sprunk machines.

㊹ **Assault Rifle** • Castle Gardens, Castle Tunnel • On top of the corner structure on the raised patio, near the archway, before the fountain. It's on the east side of the archway.

㊺ **Pump Shotgun** • Castle Gardens • This is a mission-specific weapon.

㊻ **RPG** • Castle Gardens • Inside the large boat hangar opening in the bulkhead, accessible from the water with a boat. This is the easternmost hangar.

Health

❶ **Northwood** • In a moat-like trench at the base of the southeast apartment complex; on the north side, near a door at the end of the trench.

❷ **North Holland** • On a wall in the stairwell, on the level just below the top floor accessible by stairs.

❸ **North Holland** • On the subway floor, at the lowest level near the trains. Look on the west side of the tracks, below a blue "Frankfort Low" sign and a map with "Be Nice" graffiti.

❹ **North Holland** • On the wall inside a carport of the hospital. It's on Galveston Ave, on the northwest side of the building.

❺ **North Holland** • On the east wall, just inside the train tunnel you enter from the street on Frankfort Ave.

❻ **East Holland** • Vauxite Ave • On the wall near a fire escape door on the third level, near the stairwell. This is the building where you decide whether or not to kill Clarence.

❼ **East Holland** • Cod Row • In a trench nook at the southern base of the corner building.

❽ **Varsity Heights** • Ruby St • On the wall of a storage building in the lowest depths of this alley.

❾ **Middle Park** • Frankfort Ave • In the actual subway tunnel, in a track intersection on a shoulder-high ledge, next to an electrical box.

❿ **Middle Park** • On a subway walkway column near the train on the south side track.

⓫ **Middle Park** • On a subway floor on the train level near the north tunnel on the east side of the tracks. Find it beside a column near the "West Park" sign.

⓬ **Middle Park** • On a subway wall at the bottom of the stairs at the train level. It's on the east side of the tracks, under the signs for East Park and the train map.

⓭ **Charge Island** • On the east (narrow) end of a metal closet on top of the catwalks above the water treatment baffles.

⓮ **Star Junction** • Columbus Ave • Inside the top layer of the fountain found in the middle of the courtyard, between the large buildings.

⓯ **Lancet** • Bismarck Ave • In the hospital carport, near the eCola machines on the southwest side of the building.

⓰ **Lancet** • Jade St • On the hospital's exterior wall, accessible from the sidewalk on the southeast corner of the hospital.

⓱ **The Triangle** • Columbus Ave • On a subway wall, on the train level on the east side of the tracks. Under an "Easton" sign and on the bottom of the subway map.

⓲ **Easton** • Bismarck Ave • On a wall on the bottom level of the subway service entrance. You can enter this caged area (used in "Three Leaf Clover") from the street.

⓳ **Colony Island** • In a hallway, just off the first room accessible in the abandoned mental hospital. This room has a yellow generator and a construction light. It's on the floor next to the light.

⓴ **Lower Easton** • Luddite Row • On a column in the subway on the ticket level (slightly above the train level). Just through the ticket turnstiles, below "A 8 Trains Downtown" sign.

㉑ **Fishmarket North** • Union Drive East • On a wall inside the RS Haul warehouse interior office.

㉒ **Chinatown** • Wrong Way • In an alley inside the basement access pit (find open hatch doors). Found during "Three Leaf Clover."

㉓ **City Hall** • Calcium St • On a column in the subway, on the ticket level (just above the train level). Just through the ticket turnstiles near the "K E Trains North to Bohan" sign.

㉔ **Fishmarket South** • Calcium St • On the floor in the corner of the top level courtyard eating area of the Pier 45 Shops & Restaurants building.

㉕ **The Exchange** • South Parkway • On a column in the subway, on the train level. It's on the south side of the tracks and near the west tunnel, near a dark "Castle Gardens" sign.

㉖ **Happiness Island** • In a security booth at the end of the pier.

Armor

❶ **Northwood** • Ivy Drive North • On the lowest level of this small pier beside the wooden dock.

❷ **Northwood** • Grand Boulevard • Under the bridge on a cross support between columns. Hop over the north side railing of the nearby shoreline walkway stairs to reach it.

❸ **Lancaster** • Off of Albany Ave in a very narrow alley between the Skeeza shop and the wall to the Ruby St off-ramp.

❹ **Charge Island** • On the edge of the docks, near the ramp to the boats behind the boathouse.

❺ **Charge Island** • On the first metal ramp just off the street. It's near the metal closet used for cover. These are the catwalks around the sea of buried storage tanks.

❻ **Purgatory** • Ruby St • On the ground, in the southwest corner of the parking garage, on the second level.

❼ **Star Junction** • Denver-Exeter Ave • On the rooftop patio of The Majestic, near the large glass skylight. Used in a mission or you can helicopter drop to the roof.

❽ **Hatton Gardens** • Nickel St • On the ground under a construction ramp in the foundation of this corner building under construction.

❾ **Star Junction** • Lorimar St • On a back alley ledge accessed using dumpsters. The armor is beside a row of small skylights across from a lift platform that takes you to the top of the "Hugenic" building.

❿ **Colony Island** • In the northwest corner of the graveyard, behind an angled grave stone.

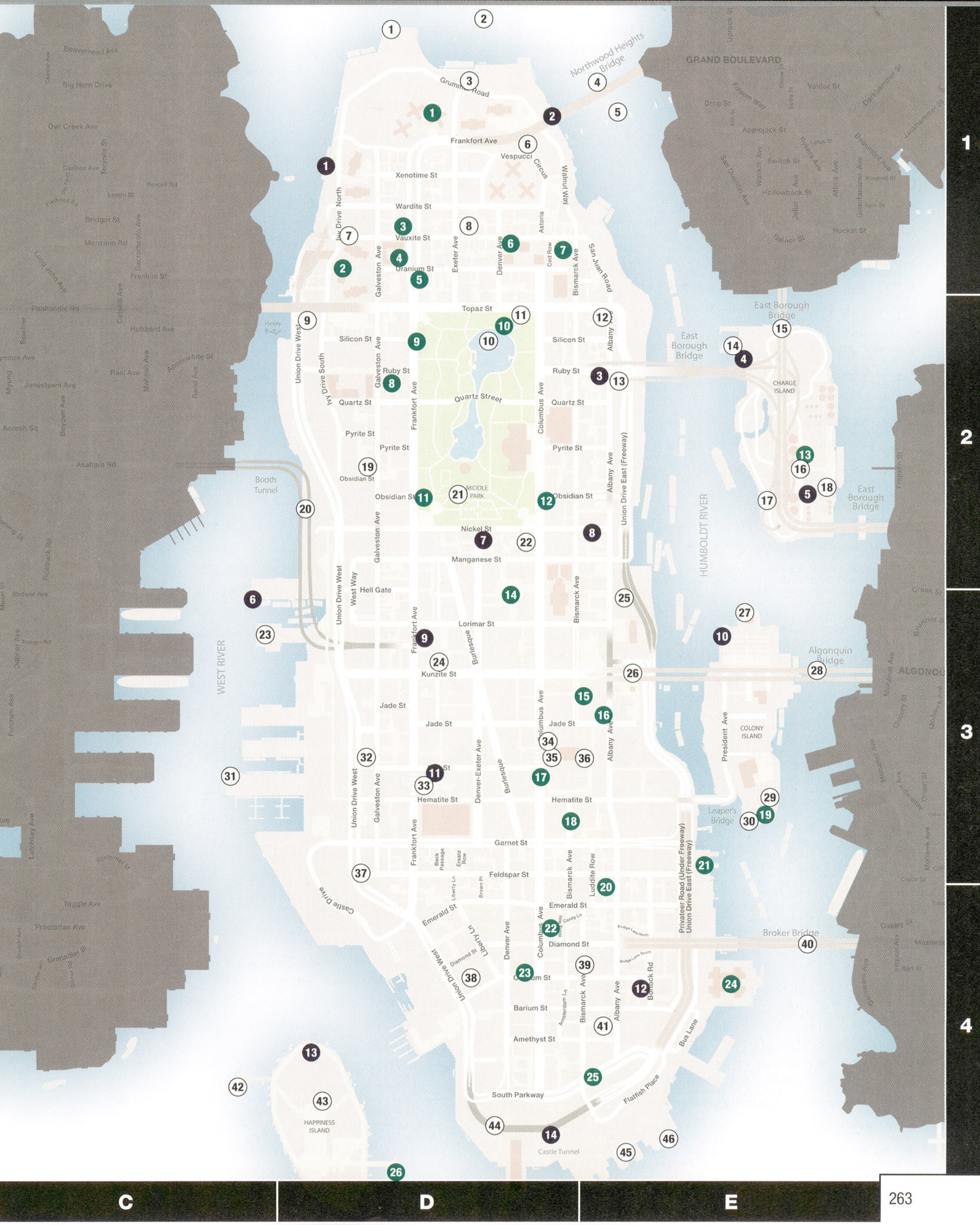
⓫ **The Triangle** • In the alley dead-end, behind the Bean Machine. This alley is near the sky crane on the closed section of Iron St.

⓬ **The Exchange** • Borlock Rd • On the ground in the alley beside some stairs behind the Supermarket.

⓭ **Happiness Island** • On the star-shaped base of the Statue of Happiness, on the northernmost point.

⓮ **Castle Gardens** • In a large, unburied drainage pipe in the construction area, in a pit.

Algonquin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Feldspar St
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Brown Pl
Emerald St
Castle Drive
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Amsterdam Ln
Bullock Rd
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Hickey Bridge
Beaverhead Ave
Big Horn Drive
Owl Creek Ave
Bridger St
Manzano Rd
Franklin St
Panhandle Rd
Hubbard Ave
Jonestown Ave
Rael Ave
Koresh Sq
Asahara Rd
Toggle Ave
Praetorian Ave
Grenadier St
Latchkey Ave
Valdez St
Drop St
Applejack St
Switch St
Hollowback St
Rocket St
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Flying Rats & USJs

Flying Rats

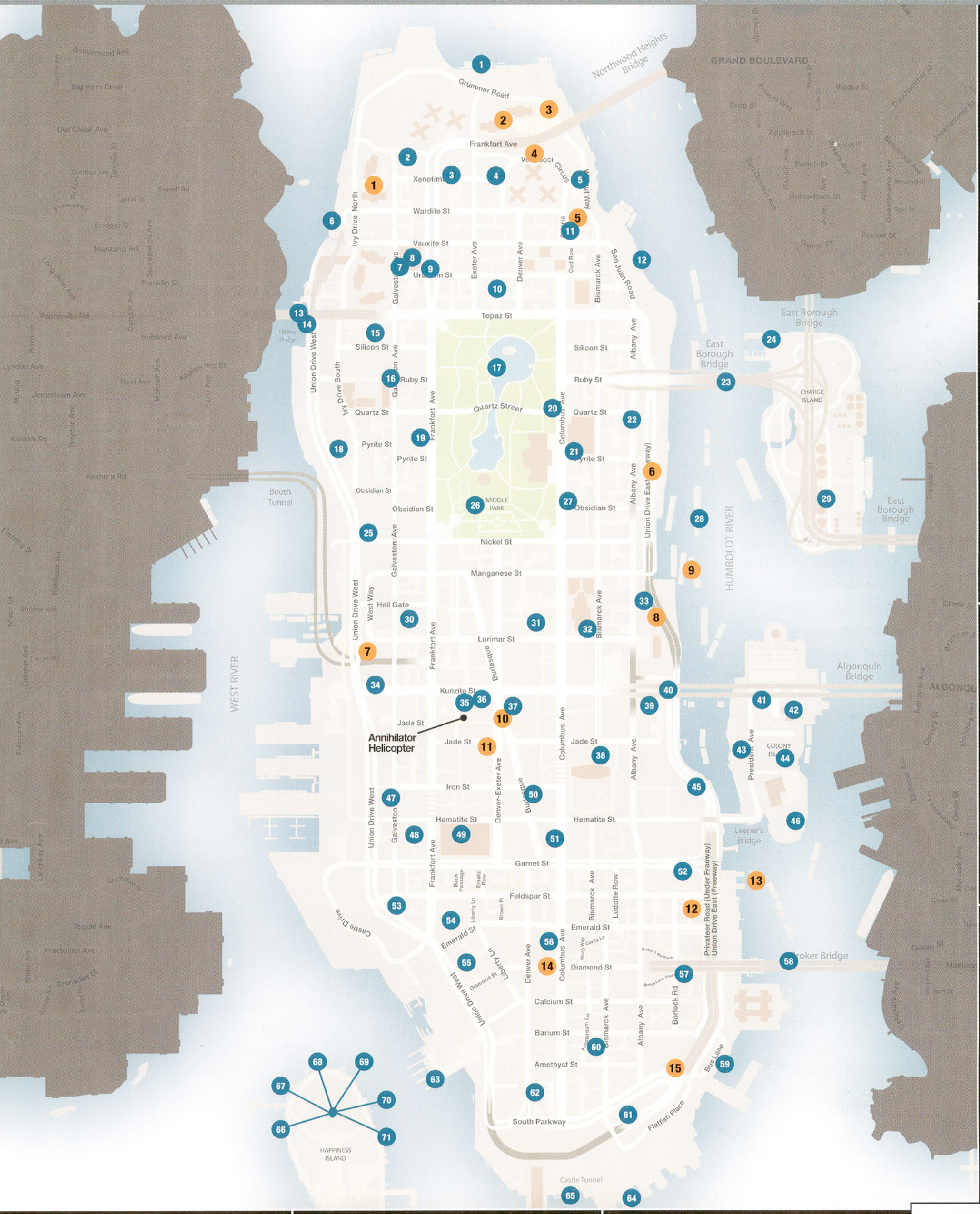
(General Locations)

1. Northwood, Grummer Rd
2. Northwood, Grummer Rd
3. Northwood, Xenotime St
4. Northwood, Xenotime St
5. Northwood, Vespucci Circus
6. North Holland, Union Drive West
7. North Holland, Galveston Ave
8. North Holland, Galveston Ave
9. North Holland, Frankfort Ave
10. East Holland, Uranium St
11. Northwood, Astoria
12. East Holland, Wardite St
13. Hickey Bridge, Plumbers Skyway
14. Hickey Bridge, Plumbers Skyway
15. Varsity Heights, Plumbers Skyway
16. Varsity Heights, Ruby St
17. Middle Park, Ruby St
18. Middle Park West, Union Drive West
19. Middle Park West, Frankfort Ave
20. Middle Park West, Quartz St
21. Middle Park, Pyrite St
22. Lancaster, Albany Ave
23. East Borough Bridge
24. Charge Island, East Borough Bridge
25. Middle Park West, Union Drive West
26. Middle Park West, Union Drive West
27. Middle Park West, Columbus Ave
28. Liberty, Humboldt River
29. Charge Island, East Borough Bridge
30. Purgatory, Hell Gate
31. Star Junction, Galveston Ave
32. Hatton Gardens, Columbus Ave
33. Hatton Gardens, Albany Ave
34. Westminster, Kunzite St
35. Star Junction, Kunzite St
36. Star Junction, Kunzite St
37. Star Junction, Burlesque
38. Easton, Jade St
39. Lancet, Algonquin Bridge
40. Lancet, Union Drive East
41. Colony Island, President Ave
42. Liberty, President Ave
43. Colony Island, President Ave
44. Colony Island, President Ave
45. Presidents City, Union Drive East
46. Colony Island, President Ave
47. The Meat Quarter, Galveston Ave
48. The Meat Market, Union Drive East
49. The Triangle, Hematite St
50. The Triangle, Iron St
51. The Triangle, Columbus Ave
52. Fishmarket North, Union Drive East
53. Suffolk, Feldspar St
54. Suffolk, Back Passage
55. City Hall, Diamond St
56. City Hall, Denver Ave
57. Fishmarket South, Broker Bridge
58. Liberty, Broker Bridge
59. Fishmarket South, Bus Lane
60. The Exchange, Amsterdam Lane
61. The Exchange, Union Drive East
62. The Exchange, Denver Ave
63. Castle Garden City, Denver Ave
64. Castle Gardens, Union Drive West
65. Castle Gardens, Union Drive West
66. Happiness Island, Statue of Happiness
67. Happiness Island, Statue of Happiness
68. Happiness Island, Statue of Happiness
69. Happiness Island, Statue of Happiness
70. Happiness Island, Statue of Happiness
71. Happiness Island, Statue of Happiness

Unique Stunt Jumps

(General Locations)

1. Northwood, Ivy Drive North
2. Northwood, Union Drive West
3. Northwood, Grummer Rd
4. Northwood, Grand Boulevard
5. East Holland, Vespucci Circus
6. Middle Park East, Union Drive East
7. Chinatown, Union Drive West
8. Chinatown, Columbus Ave
9. Hatton Gardens, Union Drive East
10. Hatton Gardens, Humboldt River
11. Star Junction, Denver-Exeter Ave
12. The Triangle, Jade St
13. Fishmarket North, Feldspar St
14. Liberty, Humboldt River
15. The Exchange, Union Drive East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Pyrite St
Obsidian St
Nickel St
Manganese St
Hell Gate
West Way
Lorimar St
Burlesque
Kunzite St
Jade St
Annihilator Helicopter
Iron St
Hematite St
Garnet St
Feldspar St
Emerald St
Diamond St
Calcium St
Barium St
Amethyst St
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Flatfish Place
Bus Lane
Castle Tunnel
Castle Drive
Union Drive West
Union Drive East (Freeway)
Privateer Road (Under Freeway)
Union Drive South
Ivy Drive South
Galveston Ave
Columbus Ave
Albany Ave
Denver-Exeter Ave
Luddite Row
Borlock Rd
Liberty Ln
Back Passage
Ersatz Row
Brown Pl
Amsterdam Ln
Wong Way
Cavity Ln
Bridge Lane North
Bridge Lane South
MIDDLE PARK
Booth Tunnel
WEST RIVER
HUMBOLDT RIVER
East Borough Bridge
CHARGE ISLAND
Algonquin Bridge
ALGONQUIN
COLONY ISLAND
President Ave
Leaper's Bridge
Broker Bridge
HAPPINESS ISLAND
GRAND BOULEVARD
Beaverhead Ave
Big Horn Drive
Owl Creek Ave
Caribou Ave
Bridger St
Manzano Rd
Franklin St
Panhandle Rd
Hubbard Ave
Lyndon Ave
Rael Ave
Jonestown Ave
Koresh Sq
Asahara Rd
Applewhite St
Flemming St
Stillwater Ave
Toggle Ave
Praetorian Ave
Grenadier St
Drop St
Folsom Way
Valdez St
Applejack St
Switch St
Hollowback St
Pocket St
Garner St
Creek St
Union St
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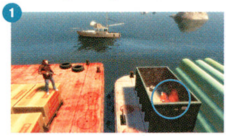
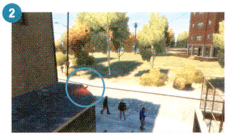
Flying Rats (Detailed Locations)

1



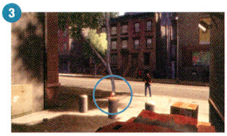
Northwood, Grummer Rd
Inside a metal container on a barge. Use the stairs at the water to jump down to one barge. Then jump to the next. Enter the container and shoot the Flying Rat, or throw a grenade or Molotov inside from the stack of crates on the first barge.

2



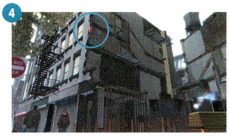
Northwood, Grummer Rd
Atop a low ledge on the side of an apartment building. It's an easy shot from the sidewalk.

3



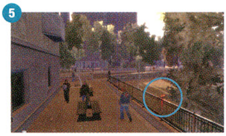
Northwood, Xenotime St
At the alley entrance between a corner store with apartments above it and an older style apartment building. The Flying Rat is on a small concrete barricade post.

4



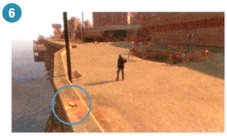
Northwood, Xenotime St
Stand on the corner of Vespucci Circus and Xenotime St. Look north toward the corner construction below the building with a destroyed wall. Look upward two stories on the destroyed wall, near the Xenotime St side. The Flying Rat is perched on a dark brick on the building's corner.

5



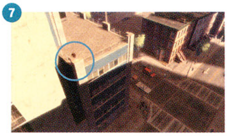
Northwood, Vespucci Circus
The large, gray and olive apartment building on the corner. On the north side patio railing.

6



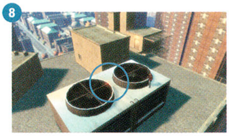
North Holland, Union Drive West
On the bulkhead wall near a construction hole.

7



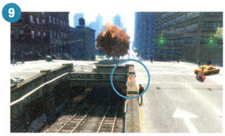
North Holland, Galveston Ave
On the hospital's sixth floor balcony railing. Take the stairs from inside the hospital carport (see the First Aid Kit nearby) to the sixth floor rooftop. Work your way to the west end of the building. Shoot the Flying Rat from the railing.

8



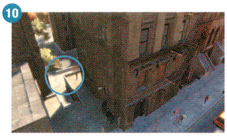
North Holland, Galveston Ave
On the hospital's rooftop. Climb the stairs from inside the hospital carport, passing the sixth floor balcony and continuing to the rooftop. Use the ladder on the ventilation structure to reach the top, where you find the Flying Rat on a large fan.

9



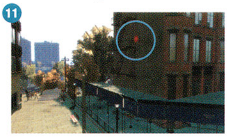
North Holland, Frankfort Ave
The intersection of Frankfort Ave and Uranium St. It's on the median wall that keeps you from driving into the train tunnel.

10



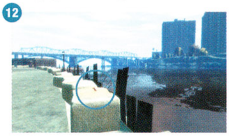
East Holland, Uranium St
On the corner of a balcony wall behind an old apartment building. Reach it from the street at the front of the apartments or via a series of stairs from the back parking lot.

11



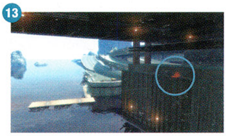
Northwood, Astoria
On the north side of this five-story apartment building's second-level fire escape. Snipe it from the north sidewalk near the Pay-O-Geddon check-cashing storefront at the intersection of Astoria and Wardite St.

12



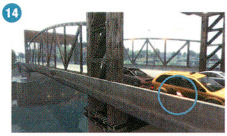
East Holland, Wardite St
On a cement block on the running path. This is next to the bulkhead and shoreline.

13



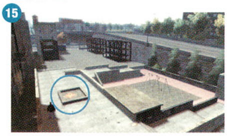
Hickey Bridge, Plumbers Skyway
On the east side support under the bridge. You can snipe it from the back staircase of the electric site across the river. Or from the end of the nearby pier on the same side of the river as the Flying Rat.

14



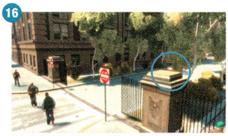
Hickey Bridge, Plumbers Skyway
On the bridge road wall, on the south side near the entrance.

15



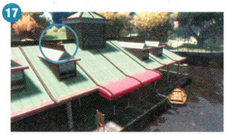
Varsity Heights, Plumbers Skyway
At an old playground behind a parking lot. It's in a sandbox on the upper deck.

16



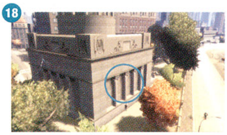
Varsity Heights, Ruby St
At the entrance to a small courtyard/park on Galveston Ave and Ruby St. It's on a fancy concrete fence post.

17



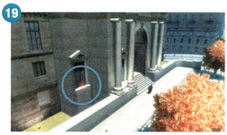
Middle Park, Ruby St
On a rooftop gable of the park boathouse (facing the pond). Climb up to the roof from the front side and shoot it. You can also shoot it from one of the wooden boats in the pond.

18



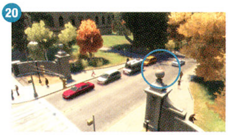
Middle Park West, Union Drive West
On the low ledge on the west side of the memorial building.

19



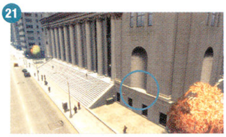
Middle Park West, Frankfort Ave
On a first-story windowsill of the Natural History Museum. It's near the main entrance to the left of the doors. There are cops guarding the main entrance. To avoid a wanted level, snipe it from across the street, near the bus stop shelter.

20



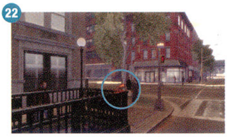
Middle Park West, Quartz St
On the concrete entrance post to the park. Cops patrol on foot and in cruisers. Make sure the coast is clear before you shoot.

21



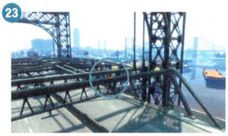
Middle Park, Pyrite St
At the southwest corner of the Liberty City Delivery building that faces the park. It's on the low ledge, in the rounded nook. Watch for cops before you shoot.

22



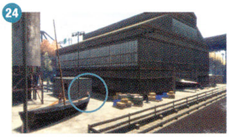
Lancaster, Albany Ave
On the corner of the Quartz St. East subway entrance railing. It's on the sidewalk at the corner of Albany Ave and Quartz St. Watch out for patrolling cops in the area.

23



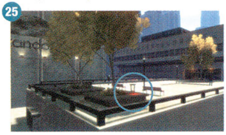
East Borough Bridge
The East Borough Bridge, on the first overhead girder on the west side.

24



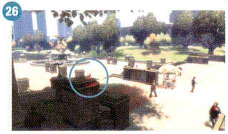
Charge Island, East Borough Bridge
On the end of a wooden sailboat that's dry-docked on the pier near the large boat warehouse.

25



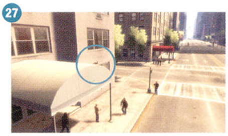
Middle Park West, Union Drive West
On the pedestrian bridge's top level, on the Randolfartcenter side. It's on a tree planter.

26



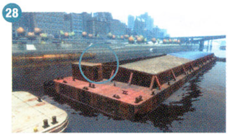
Middle Park West, Union Drive West
In the park above the underground bathrooms close to a Hot Dog vendor. It's on top of a concrete stair post.

27



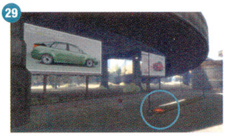
Middle Park West, Columbus Ave
On the hotel entryway awning, facing Columbus Ave.

28



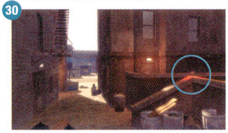
Liberty, Humboldt River
On top of a barge's small cabin on the Humboldt.

29



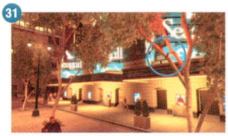
Charge Island, East Borough Bridge
In a parking lot across from the water treatment plant. It's on the ground under the East Borough Bridge. Look for the car billboards and you'll find the Flying Rat.

30



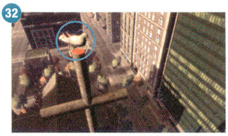
Purgatory, Hell Gate
On a concrete step railing in the alleys behind Lucky Winkles bar, where you can play darts.

31



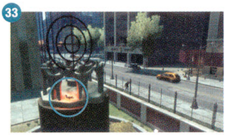
Star Junction, Galveston Ave
In a tree in the pathway between the Seagull Theater and Live Central. The tree is in front of the theater's east side entrance.

32



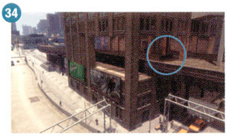
Hatton Gardens, Columbus Ave
On the tiptop of this cathedral's steeple. You can snipe it from the south side on Lancet St (you can't aim high enough from the sidewalk across from the church). It's the steeple on the right as you face the church from the south side.

33



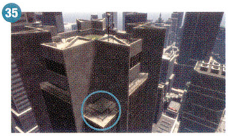
Hatton Gardens, Albany Ave
The Flying Rat is on the grounds of the Civilization Committee Liberty City H.Q. These federal grounds are well guarded and under video surveillance. If you set foot inside, it's an automatic four-star Wanted Level. Find the Flying Rat in the north yard behind the boundary fence, on the children statue's north side. Snipe it from across the street. You may get a one-star Wanted Level, but that's better than four.

34



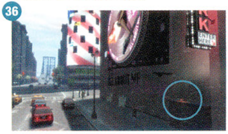
Westminster, Kunzite St
Behind a girder on an old, abandoned, raised rail line. This is across from Golden Pier and behind the cool Auto Limbo Pay 'n' Spray that has a working spray can on its rooftop. To reach the top of the rails, use the stair access behind the building with the Excelsior 9 billboard. It's across the street south of the Ron Oil gas station.

35



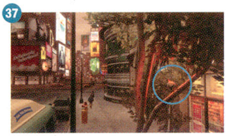
Star Junction, Kunzite St
The Flying Rat is on the second story from the top of the extremely large MeTV building (a few buildings west of the Rotterdam Tower). Helicopter to the rooftop helipad—the rooftop is shaped like a star. Descend the ladder on the building's west side to the next level, and follow the catwalk north. The Flying Rat is on the catwalk rail on the building's northwest side.

36



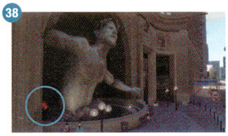
Star Junction, Kunzite St
On the sidewalk power box against the MeTV building's north side (below the giant turntable). Watch out for police in the area.

37



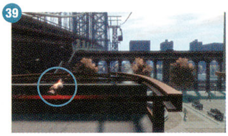
Star Junction, Burlesque
In a sidewalk tree on the west side of the BAWSAQ building. There's only one tree there. There are lots of cops in the area, so be careful.

38



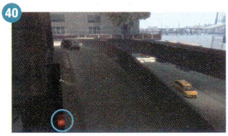
Easton, Jade St
Outside a police station, behind the statue of Neptune.

39



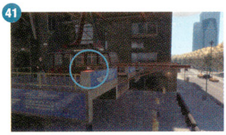
Lancet, Algonquin Bridge
On the Pigeon gondola platform. On the rail between the gondola entry points.

40



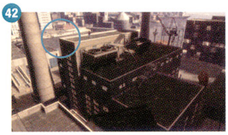
Lancet, Union Drive East
Under the bridge, in the small crevasse between the west side onramp and the tunnel wall. You can jump over the onramp rail and follow this narrow path to the Flying Rat.

41



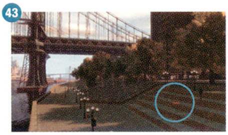
Colony Island, President Ave
At the Pigeon gondola station's Colony Island end, on the rail. Avoid police attention in this area.

42



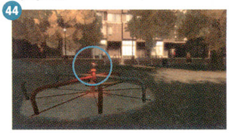
Liberty, President Ave
Atop this industrial building's north edge, between smokestacks. You can reach this rooftop from the rooftop of the adjacent building to the north. Use the street-level fire escape to reach the roof. Jump down to the fallen billboard bridge to the target building. Then use the stairs.

43



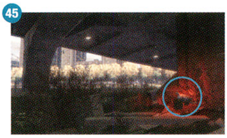
Colony Island, President Ave
On the steps near the river's edge walkway. Expect police attention when shooting it close up.

44



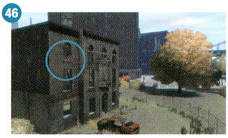
Colony Island, President Ave
On the broken merry-go-round in the small park between apartment buildings. Expect police attention.

45



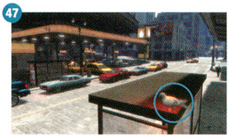
Presidents City, Union Drive East
Under the freeway in a pile of trash. Expect police attention—yes, even under the road!

46



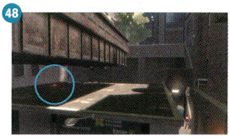
Colony Island, President Ave
At the abandoned mental hospital, in the east side entrance's top windowsill. Watch the bums scatter out of the building when you snipe it out of the window!

47



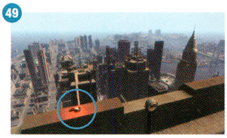
The Meat Quarter, Galveston Ave
On top of the bus stop shelter that's across the street (west) from the Ron Oil gas station. Expect police attention.

48



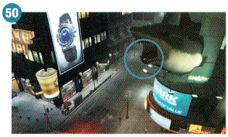
The Meat Market, Union Drive East
Under the beginning section of the abandoned, raised rail line. To reach the top, use the stairs in the south alley, across the street from the Ron Oil gas station. Drop down through the crevasse between the road barricades and the beginning of the rail line. You find the Flying Rat in the area below.

49



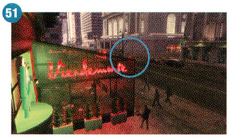
The Triangle, Hematite St
On the Rotterdam Tower's top pedestrian lookout ledge. It's on the north side. Enter the building through the east side street access doorway (enter the blue marker). Shoot it, enjoy the sights, and find a blue arrow exit to return to the street below.

50



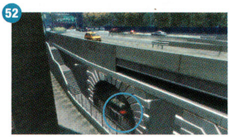
The Triangle, Iron St
Inside the marquee Shark's mouth on the corner of Iron St and Burlesque. Snipe it from the kitty-corner sidewalk.

51



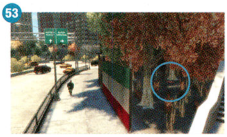
The Triangle, Columbus Ave
The Viendemonte restaurant next to Al Dente's and across the street from Fanny Crab's. It's on the glass sidewalk covering's top corner. Expect police attention.

52



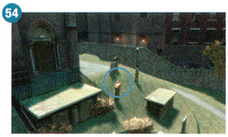
Fishmarket North, Union Drive East
In a little alcove under the freeway. Use the sidewalk steps to reach this alcove, and then climb over the rickety fence to shoot the bird.

53



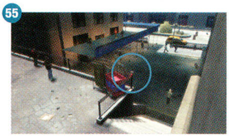
Suffolk, Feldspar St
In a small, wooded area between streets, hidden by a tall, rickety fence. It's on the ground under one of the trees. Cops often patrol the nearby staircase, so be careful.

54



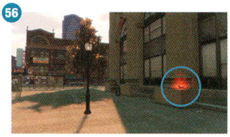
Suffolk, Back Passage
On a gravestone behind the church. Make sure to stick around and listen to the preacher's sermon going on inside. Funny stuff. Expect police attention when you shoot this Flying Rat.

55



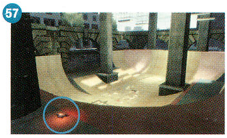
City Hall, Diamond St
On a railing in the alley with a Cluckin' Bell billboard. Shooting it will probably alert police.

56



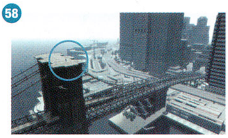
City Hall, Denver Ave
Perched on a low column of this Liberty City equivalent to the Helmsley building. It's on the building's north courtyard side.

57



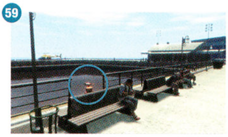
Fishmarket South, Broker Bridge
At the skate park under the Broker Bridge. It's on the top edge of a skateboard ramp.

58



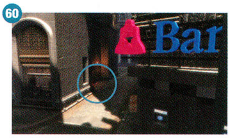
Liberty, Broker Bridge
On top of the Broker Bridge west structural column. Helicopter drop onto the column. Expect police attention.

59



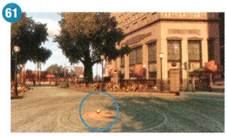
Fishmarket South, Bus Lane
Perched on a mooring at the edge of the river, near the Helicopter Tours location. Expect police attention when you shoot this bird.

60



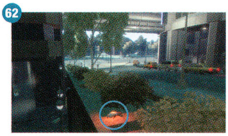
The Exchange, Amsterdam Lane
On a waist-high column in the nice alleyway beside Bank of Liberty. Expect police attention when you shoot in this area.

61



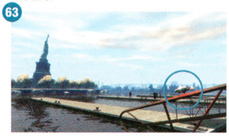
The Exchange, Union Drive East
On the ground, smack-dab in the middle of this narrow park. Look for the circular center walkway. The Flying Rat is in the middle. Expect police attention when you shoot in this area.

62



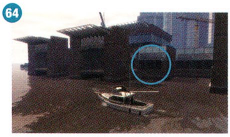
The Exchange, Denver Ave
In a planter beside the southern twin attached towers on Denver Ave.

63



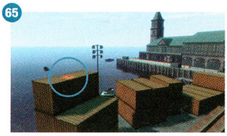
Castle Garden City, Denver Ave
At the docks, on a boat ramp's rail. Expect police attention.

64



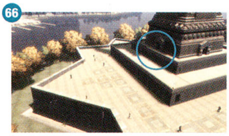
Castle Gardens, Union Drive West
In a large nook in the side of the tall bulkhead. Snipe it from the water while you stand on top of a large boat, such as a Reefer.

65



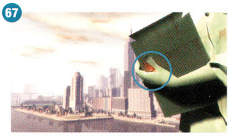
Castle Gardens, Union Drive West
On the top of a shipping container at the docks. Climb up to the top of the adjacent containers and snipe the bird. Expect police attention.

66



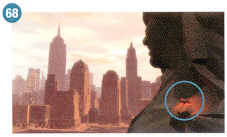
Happiness Island, Statue of Happiness
The second tier up from the statue's star-shaped foundation level. It's on the north side rail.

67



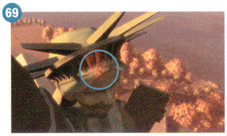
Happiness Island, Statue of Happiness
This Flying Rat is in the statue's left hand under the keystone. Snipe it from one of the star foundation's corner edges.

68



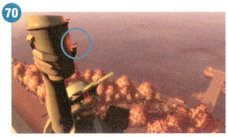
Happiness Island, Statue of Happiness
This bird is on the statue's left shoulder—on the toga knot. Snipe it from one of the star foundation's corner edges.

69



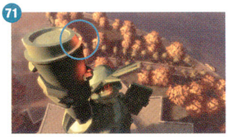
Happiness Island, Statue of Happiness
This pigeon is on the statue's forehead, just below the crown. Snipe it from one of the star foundation's corner edges.

70



Happiness Island, Statue of Happiness
This one is on the right thumb—the hand holding the cup of coffee. Snipe it from one of the star foundation's corner edges.

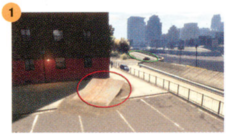
71



Happiness Island, Statue of Happiness
This one is on top of the coffee cup in the right hand. Snipe it from one of the star foundation's corner edges.

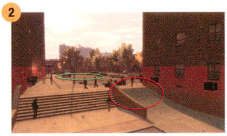
Unique Stunt Jumps (Detailed Locations)

1



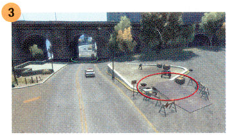
Northwood, Ivy Drive North
This wooden ramp is located behind the twin apartment complexes near the coast. To complete this north-to-south jump, start at the entrance of the same parking lot and drive across to achieve a straight shot between the tree planters and up the ramp. Land on the Union Drive West curved part of the road, clearing the long warehouse rooftop in the process.

2



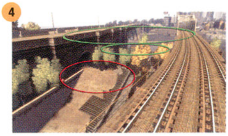
Northwood, Union Drive West
This jump is a concrete ramp that is next to stairs between two similar looking apartment buildings next to the raised Grand Blvd. Start west of the jump in Exeter Ave and race through the parking lot. Simply hit the ramp and land in the next parking lot!

3



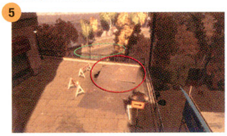
Northwood, Grummer Rd
This jump runs northwest to southeast. Hit the metal sheet ramp just off Grummer Rd and land in the tunnel to the south. To gain enough speed, start your approach along the small dirt path across the street (northwest) instead of trying to race along Grummer Rd; it's a much straighter path to the ramp.

4



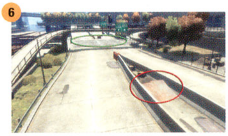
Northwood, Grand Boulevard
This large dirt ramp is located between the raised train tracks and the Northwood Heights Bridge. Race east along Vespucci Circus and drive off the ramp—angling to the left—to land on the freeway or—angling right—to land on the rail tracks over the water. You will complete this jump by landing in the water, but you will lose your bike.

5



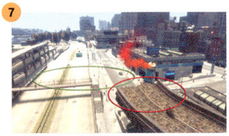
East Holland, Vespucci Circus
This jump runs west to east up a wooden plank ramp behind some apartment buildings. Start off west of the ramp on Wardite St. Next, speed across the intersection (in-between buildings) and up the ramp to land on the street below (Walnut Way). Carry too much speed, though, and you'll land in the water.

6



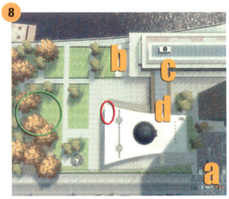
Middle Park East, Union Drive East
This wooden ramp is located between the highway medians. The jump runs from north to south. Start underneath the pedestrian bridge and travel along the middle of the median dividers. Hit the ramp and land underneath or beyond the next pedestrian bridge.

7



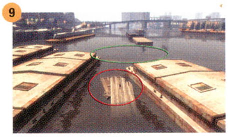
Chinatown, Union Drive West
To find this abandoned raised railway jump above the Pay 'n' Spray, drive up the stairs between the building south of the rail line on Garnet St. Drive along the rail line and hit the jump. You need to land your vehicle on the street below (Union Drive West) on either side of traffic.

8



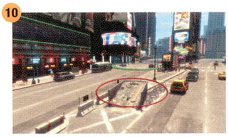
Hatton Gardens, Union Drive East
This rooftop jump is in a highly secured Embassy, the Liberty City Community H.Q. Entering the premises automatically triggers a four-star Wanted Level. Take a motorcycle through the main gates **(a)** on the west side (Albany Ave) and head up the stairs **(b)** of the east building. Drive around the balcony and slowly hit the balcony ramp, turning left as you do to land on top of the breezeway rooftop **(c)**. Drive slowly up the next ramp to access the west building rooftop **(d)**. Lean forward and speed north off the ramp to complete the Stunt Jump. You can then continue north through the yard and hit the ramp ahead to escape the property. Cross the water and land it on the freeway (Union Drive East). You must do this all with a four-star Wanted Level and all that comes with that—including helicopters!

9



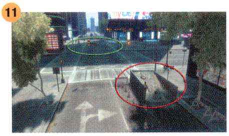
Hatton Gardens, Humboldt River
This jump, which requires a boat, is located between barges. To clear the jump, simply land beyond the ramp at the end of the barges.

10



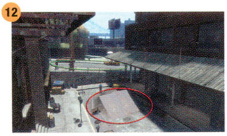
Star Junction, Denver-Exeter Ave
This jump is difficult to miss, as it's in the middle of Star Junction. Hit the dumpster ramp in the median just north of the LCPD Star Junction station and land beyond the next intersection. This ramp may cause a complete roll if you attempt it in a sports car.

11



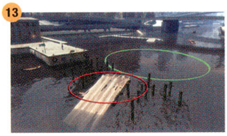
The Triangle, Jade St
This is a west to east dumpster jump. The dumpster is located on the right side of Jade St. Start the run from the Frankfort intersection to the west of the jump. Lots of speed is not required; you simply need to clear the following intersection to complete the jump.

12



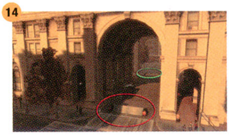
Fishmarket North, Feldspar St
This is a sheet metal ramp resting on a dirt mound in an alley and is a south-to-north run. You must clear the fence beyond the jump and land in the next street. Start on the sidewalk to the south of the alley on Emerald St, drive along the alleyway, hit the ramp, then clear the fence and land on the street.

13



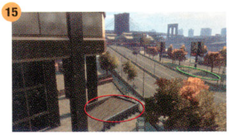
Liberty, Humboldt River
This jump requires a boat. The run is from south to west. Simply land the boat just beyond the wooden posts.

14



Chinatown, Columbus Ave
This is a traffic barrier jump through a building tunnel. The jump only works by hitting the east side traffic barrier ramp and passing through the building, going west. Clear the west side traffic barrier to complete the jump. Start the jump at the previous intersection to the east.

15



The Exchange, Union Drive East
Use a sports car or a sport bike to jump this ramp found at the end of this covered walkway, underneath the building. Launch over the freeway and land on the other side. Start your run at the previous intersection and speed carefully onto the sidewalk and then through the column-lined covered path to the ramp.

Points of Interest

Landmarks

🟥	Broker Navy Yard	G3
🟧	Funland	H4
🟩	LC24 Tower	H3
🟨	Liberty State Pavilion Towers	H2
🟪	The Monoglobe	H3
🟨	NUCA	H2
⬛	Soldiers Plaza	H3

Automotive

Car Wash And Lube	H3
Native Engines Auto Parts	H4

Clothing

Russian Shop	H4

Emergency Services

Bohan Hospital	H1
Cerveza Heights Medical Center	H3
Schottler Medical Center	H3
Bohan East Police Department	H1
Bohan West Police Department	G1
LCPD Dukes	H3
LCPD Broker (North)	H3
LCPD Broker (South)	H4
Francis International Airport LCPD	I3
Bohan Fire Department	H1
Broker Fire Department	H3
Francis International Airport FDLC	I3

Entertainment

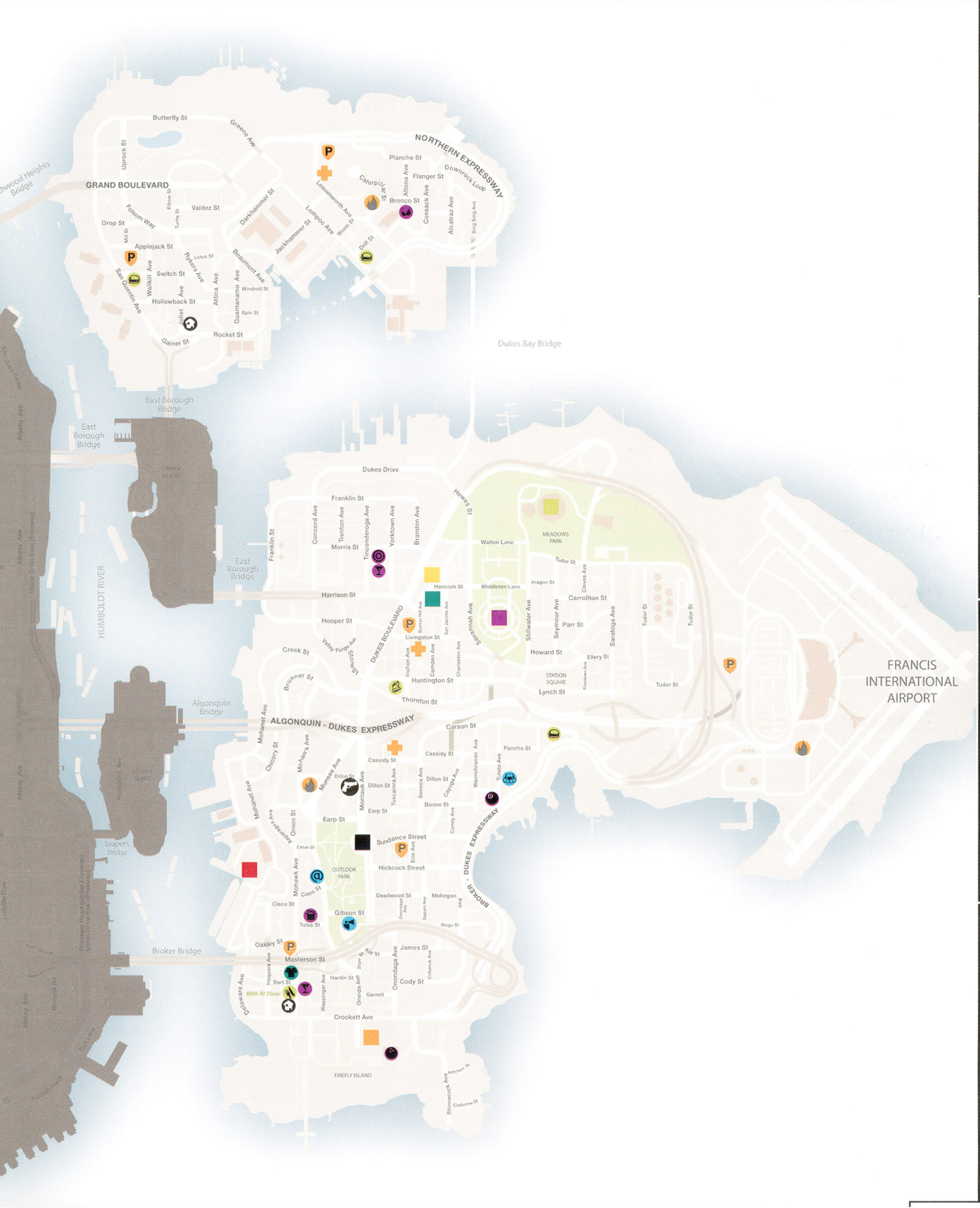
The Triangle Club	H1
Memory Lanes	H4
Homebrew Café	H3
Stout Blarneys	H2
Comrades Bar	H4
Steinway Beer Garden	H2
Perestroika	H4
tw@	H3

Personal

Gun Shop	H3
Safehouse	G1
Safehouse	G4

Restaurants

Burger Shot	G1
Burger Shot	G2
Burger Shot	H3
Cluckin' Bell	H3
69th St Diner	H4


Butterfly St
Greene Ave
Uprock St
NORTHERN EXPRESSWAY
Planche St
Downrock Loop
Flanger St
Caterpillar St
Altona Ave
Bronco St
Coxsack Ave
Alcatraz Ave
Sing Sing Ave
Leavenworth Ave
Lompoc Ave
Worm St
Drill St
Jackhammer St
Darkhammer St
Beaumont Ave
GRAND BOULEVARD
Valdez St
Elbow St
Turtle St
Folsom Way
Drop St
Mill St
Applejack St
Lotus St
Rykers Ave
Switch St
Walkill Ave
San Quentin Ave
Attica Ave
Guantanamo Ave
Windmill St
Hollowback St
Joliet Ave
Spin St
Rocket St
Gainer St
Dukes Bay Bridge
East Borough Bridge
East Borough Bridge
East Borough Bridge
HUMBOLDT RIVER
Dukes Drive
Franklin St
Hewes St
Concord Ave
Trenton Ave
Tinconderoga Ave
Yorktown Ave
Brandon Ave
Franklin St
Morris St
Walton Lane
MEADOWS PARK
Tudor St
Aragon St
Cleves Ave
Hancock St
Middleton Lane
Harrison St
Carrollton St
Hooper St
DUKES BOULEVARD
Bunker Hill Ave
San Jacinto Ave
Savannah Ave
Stillwater Ave
Seymour Ave
Parr St
Saratoga Ave
Tudor St
Tudor St
Livingston St
Creek St
Valley Forge Ave
Stone St
Inchon Ave
Camden Ave
Charleston Ave
Howard St
Ellery St
Freetown Ave
Tudor St
Brunner St
Huntington St
STATION SQUARE
Lynch St
Thornton St
FRANCIS INTERNATIONAL AIRPORT
Algonquin Bridge
ALGONQUIN - DUKES EXPRESSWAY
Carson St
Mohanet Ave
Chicory St
Mohawk Ave
Munsee Ave
Cassidy St
Cassidy St
Pancho St
Dillon St
Dillon St
Montauk Ave
Tuscarora Ave
Seneca Ave
Dillon St
Cayuga Ave
Wenrohronon Ave
Tutelo Ave
Mohanet Ave
Boone St
Earp St
Earp St
Onion St
Aggasnipa Ave
Conoy Ave
BROKER - DUKES EXPRESSWAY
Sundance Street
Chive St
Erie Ave
Leapers Bridge
Hickcock Street
OUTLOOK PARK
Mohawk Ave
Cisco St
Cisco St
Deadwood St
Onondaga Ave
Sapani Ave
Mohegan Ave
Gibson St
Tulsa St
Ringo St
Oakley St
Broker Bridge
Masterson St
Kid St
Starr St
James St
Iroquois Ave
Cokasuk Ave
Bart St
Hardin St
Oneida Ave
Onondaga Ave
Cody St
Delaware Ave
69th St Diner
Wappinger Ave
Garrett
Crockett Ave
FIREFLY ISLAND
Ketchum St
Shinnecock Ave
Claiborne St
1
2
3
4
G
H
I

Pickups

Weapons

① **Baseball Bat** • Boulevard, Green Ave • Leaning up against a fence in the northeast corner of the ball field.

② **Pump Shotgun** • Northern Gardens, Grand Boulevard • On the ground, at the bottom of the first sharp cliff reached as you walk north from the street sign, over Grand Boulevard, and toward the shoreline.

③ **Grenade** • Fortside, Grand Boulevard • On the ground in the alley.

④ **Pistol** • Northern Gardens/Grill St • This is a mission-specific weapon.

⑤ **Combat Shotgun** • Northern Gardens, Coxsack Ave • Propped up against the security monitor table in the office inside The Triangle Club.

⑥ **Baseball Bat** • Little Bay, Coxsack Ave • Leaning against the alley back stoop of the apartment on the northwest corner.

⑦ **Knife** • Fortside, Attica Ave • Sticking in the side of a tree in a triangular shaped wooded area at the intersection below the El-Train tracks.

⑧ **Knife** • Industrial, Guantanamo Ave • On an old car chassis, inside the open garage closest to the road, in the string of garages under the El-Train track.

⑨ **Molotov** • Little Bay, Guantanamo Ave • Under the ramp-like stairs on the little dock.

⑩ **SMG** • South Bohan, Attica Ave • On the rooftop of the Sprunk warehouse. Use the fire escape from the adjacent building and a connecting plank to reach this rooftop.

⑪ **Pistol** • South Bohan, Joliet St • On the floor, in the top level hallway of the apartment building. Enter through the door on Joliet St, next to the wall ATM machine and the Deli & Grocery.

⑫ **Combat Pistol** • Industrial, Joliet St • On the opposite side of the broken bridge from USJ #3 (in this area). See our USJ #4 (also in this area) description to find it.

⑬ **Assault Rifle** • Industrial, Lompac Ave • On the platform on the north side of the sheet metal tower. Pipes cross the top of this platform. Use the ladder to reach.

⑭ **Baseball Bat** • South Bohan, Lompac Ave • On the concrete platform, east of the shipping containers. The bat is on the roof platform, in a nook facing the bay.

⑮ **Sniper Rifle** • Steinway, Dukes Drive • This is a mission-specific weapon.

⑯ **Pump Shotgun** • Meadows Park • At the end of the rickety pier. Watch your step! You could fall through.

⑰ **Grenade** • Steinway, Franklin St • In a walled-in backyard near an alley. The backyard walls resemble garages because of the shutter doors.

⑱ **Baseball Bat** • Meadows Park • On the metal staircase above the tanks, on the north side of the Ron gas station.

⑲ **Micro-SMG** • Steinway, Concord Ave • On the top floor of the skeletal building overlooking the city pool.

⑳ **Assault Rifle** • East Island City, East Borough Bridge • On the northeast corner of the Silverback building roof (the logo is on a large marquee). Jump off the bridge to access this rooftop.

㉑ **Grenade** • Meadows Park • In the middle of the support arms that hold the globe art in the middle of the pond (under the globe).

㉒ **Combat Pistol** • Francis International Airport • On the high platform that connects the series of eight smaller silos. Use the ladder on the north side.

㉓ **Pump Shotgun** • Francis International Airport • On the east side of a large Broker-Dukes Expressway support column, in the grass.

㉔ **Molotov** • BOABO • In a coastline tunnel, directly under Twitchin's Sugar factory.

㉕ **Knife** • Rotterdam Hill, Algonquin-Dukes Expressway • In an alley beside a couple of green dumpsters.

㉖ **Pistol** • Willis, Ellery St • On the ground, in an alley behind Kakagawa pallets, near a dumpster. It's behind the After Dark sex & fetish shop on Ellery St.

㉗ **SMG** • Francis International Airport • On the top level of the large parking garage. Look in the southwest corner, just south of the dirt ramp.

㉘ **Combat Shotgun** • Francis International Airport • On the ground, behind the traffic control tower.

㉙ **Pistol** • Downtown, Algonquin-Dukes Expressway • Behind two blue dumpsters on the north side of the courthouse-looking building.

㉚ **Knife** • Schottler, Carson St • In an alley behind a liquor store, near a lit doorway, almost under the El-train tracks.

㉛ **Pistol** • East Hook, Mohanet Ave • On the ring level platform around the large silo, on the north side.

㉜ **Knife** • Rotterdam Hill, Asparagus Ave • On the ground behind "Betta," in the alley that turns sharply due to the joining walls of the Betta building and the large wall of Asparagus Ave.

㉝ **SMG** • Schottler, Boone St • On a climbing vent above a skylight ledge, in the alley used during a Little Jacob mission.

㉞ **Micro-SMG** • Beechwood City, Broker-Dukes Expressway • On the ground, in the alley beside Jacob's mission-specific drug delivery vehicle.

㉟ **Micro-SMG** • Francis International Airport, Broker-Dukes Expressway • Beneath the expressway.

㊱ **Grenade** • Francis International Airport • On the bow-like tip of this shipping pier, behind the last crane.

㊲ **Sniper Rifle** • East Hook, Mohanet Ave • This mission-specific weapon is on the top crane platform. Used during the "Deal" option in the Finale missions.

㊳ **Pistol** • East Hook • This is a mission-specific weapon.

㊴ **Knife** • South Slopes, Hickory St • In an alley nook, behind the corner apartment building.

㊵ **Baseball Bat** • Hove Beach, Wappinger Ave • In an alley nook, across the street from your first safehouse.

㊶ **Baseball Bat** • Hove Beach, Crocket Ave • On the ground, in a dark covered parking lot under the train station.

㊷ **Molotov** • Firefly Projects, Cody St • In a west-facing nook of the large projects apartment; off of Cokanuk Ave, near the El-Train tracks.

㊸ **Pistol** • Firefly Island • Between the go-kart track tire barrier and the brick wall with "Liberty Go Karts" painted on it.

㊹ **Molotov** • Firefly Island • Beside a bench under the shelter, on the boardwalk near the bowling alley.

Health

❶ **Boulevard, Lompac Ave** • Beside the bleachers in the northernmost section of the basketball courts.

❷ **Industrial, Leavenworth Ave** • On the ground near the south stairs of the Medical Center (look for the lit up 24-7 Supermarket sign above it).

❸ **Little Bay, Sing Sing Ave** • Hop up on the large dance stage on the left side of the bar and find the dressing room on the end. The health is on the makeup table just inside on the left.

❹ **Northern Gardens, Coxsack Ave** • On the wall at the top of the stoop in a fenced-in dirt parking lot. Good luck getting it, though!

❺ **South Bohan, Attica Ave** • In the office of the Sprunk warehouse. The door is open, but you can also shoot out the window to the left and enter the office directly.

❻ **Industrial, Lomac Ave** • On the floor of the old abandoned warehouse you fight through to save Roman. It's in the southwest corner of the building.

❼ **East Island City, Bunker Hill Ave** • On the wall in the central courtyard of the NUCA building, to the right of the courtyard artwork.

❽ **Willis, Howard St** • In the alley behind the building adjacent to the Canyon Megaplex movie theater. The health is on a wall, near a shutter door beside a pallet jack.

❾ **BOABO, Chicory St** • Behind a dumpster, in a narrow alley between the "Sales and Parts" main building and the shelter behind it.

❿ **Schottler, Cassidy St** • Just inside and on the left wall as you enter the hospital.

⓫ **Beechwood City, Broker-Dukes Expressway** • Inside the garage of the auto repair shop on the corner.

⓬ **East Hook, Algonquin-Dukes Expressway** • Inside a first floor room, on the south side of the "BLDG 128" warehouse used in a Jacob mission when you meet one of your old comrades with Dimitri.

⓭ **East Hook, Mohawk Ave** • In a dark alley, behind Rightcab Co (beside Brucie's garage). Look behind the Mohawk Ave support beam.

⓮ **Hove Beach, Delaware Ave** • On the rooftop of the cargo warehouse with the security barrier arm in the driveway. Use the fire escape on the north side to reach.

Armor

❶ **Fortside, Grand Boulevard** • On the long water-level pier that runs along the coastline.

❷ **Fortside, Folsom Way** • Behind a green storage container, in the recessed back lot foundation of the ARS building.

❸ **Chase Point, Folsom Way** • On the floor, in the southeast corner of the skeletal building's top level.

❹ **Steinway, Folsom Way** • On the rocky beach under the boardwalk dock ramp.

❺ **Meadow Hills, Stillwater Ave** • Behind the double door garage of a nice corner home next to the Meadows Park entrance.

❻ **Francis International Airport** • Behind the red and white checkered box and the airplane stopper.

❼ **Cerveza Heights, Walton Ave** • On the rooftop of a heavily graffitied two-story building between a pair of three-story structures. Use the long exterior staircase on the west side to reach.

❽ **Cerveza Heights, Inchon Ave** • Inside the rooftop rice bowl, on top of the Sum Yung Gai restaurant. Jump off the El-Train track to reach.

❾ **Francis International Airport, Tudor St** • Beside the large rooftop vents on the large generator building, below the El-Train track. Use the ladder to reach.

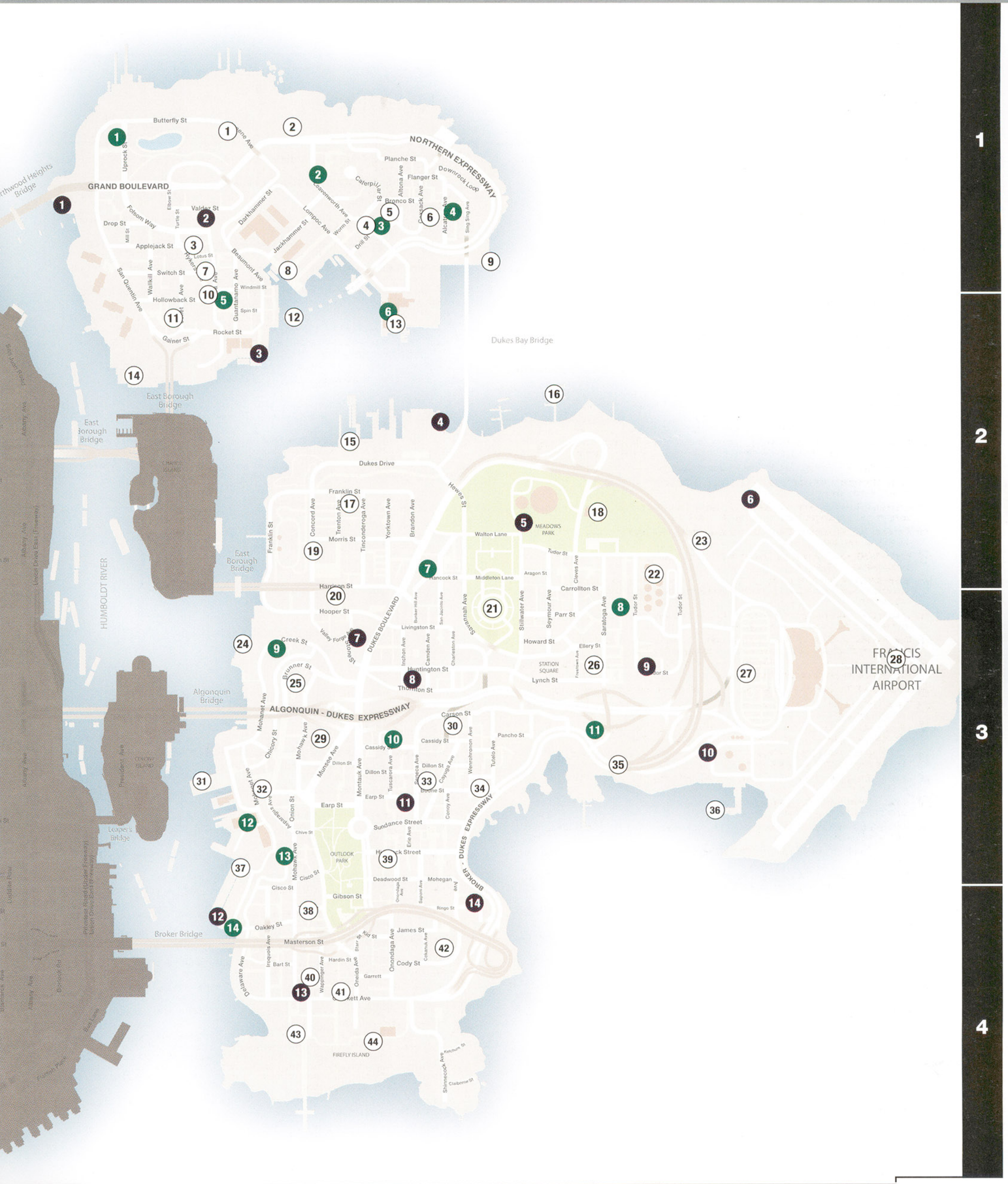
❿ **Francis International Airport, Broker-Dukes Expressway** • In a small, grassy area between the expressway wall and the wall of the airport fuel depot.

⓫ **South Slopes, Sundance St** • In a small area beside the gated porch of an apartment building facing Sundance St. The gate is open.

⓬ **East Hook, Platypus** • In the wheel house (top level cabin) of the *Platypus*. The armor is on the table behind the ship controls.

⓭ **Hove Beach, Mohawk Ave** • Find the Hot Dog vendor across the street from your first safehouse, then look up to the chiropractic billboard on the wall behind him, in the empty lot. You must jump over the Broker-Dukes Expressway off-ramp to the north to jump down onto the rooftops, then jump carefully over the edge of the rooftop to land on the billboard platform. Do not touch the directional control when you hop over the rooftop edge to assure you remain on the platform.

⓮ **Firefly Projects, Ringo St** • In the junkyard, in the bed of the old pickup chassis, near the brick wall closest to Ringo St.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GRAND BOULEVARD
NORTHERN EXPRESSWAY
Northwood Heights Bridge
Butterfly St
Uprock St
Drop St
Applejack St
Switch St
Hollowback St
Rocket St
Gainer St
Valdez St
Folsom Way
San Quentin Ave
Walkill Ave
Darkhammer St
Jackhammer St
Beaumont Ave
Guantanamo Ave
Windmill St
Spin St
Leavenworth Ave
Lompoc Ave
Worm St
Drill St
Caterpillar St
Bronco St
Altona Ave
Planche St
Flanger St
Downrock Loop
Cossack Ave
Alcatraz Ave
Sing Sing Ave
Dukes Bay Bridge
East Borough Bridge
HUMBOLDT RIVER
Algonquin Bridge
Leapers Bridge
Broker Bridge
Dukes Drive
Franklin St
Concord Ave
Trenton Ave
Ticonderoga Ave
Yorktown Ave
Brandon Ave
Morris St
Hewes St
Walton Lane
MEADOWS PARK
Tudor St
Aragon St
Cleves Ave
Carrollton St
Middleton Lane
Hancock St
Harrison St
Hooper St
Livingston St
Savannah Ave
Stillwater Ave
Seymour Ave
Saratoga Ave
Parr St
Howard St
Ellery St
STATION SQUARE
Lynch St
Creek St
Valley Forge Ave
Stone St
DUKES BOULEVARD
Inchon Ave
Camden Ave
Charleston Ave
Huntington St
Thornton St
Brunner St
FRANCIS INTERNATIONAL AIRPORT
ALGONQUIN - DUKES EXPRESSWAY
Mohanet Ave
Chicory St
Mohawk Ave
Munsee Ave
Carson St
Cassidy St
Pancho St
Wenrohronon Ave
Tutelo Ave
Dillon St
Montauk Ave
Tuscarora Ave
Seneca Ave
Cayuga Ave
Earp St
Boone St
Onion St
Algonquin Ave
Conoy Ave
Sundance Street
BROKER - DUKES EXPRESSWAY
Chive St
Erie Ave
Hickock Street
OUTLOOK PARK
Cisco St
Deadwood St
Mohegan Ave
Gibson St
Ringo St
Oakley St
Masterson St
Kid St
James St
Iroquois Ave
Delaware Ave
Bart St
Hardin St
Wappinger Ave
Oneida Ave
Onondaga Ave
Cody St
Garrett
Crockett Ave
FIREFLY ISLAND
Shinnecock Ave
Claiborne St

Flying Rats & USJs

Flying Rats

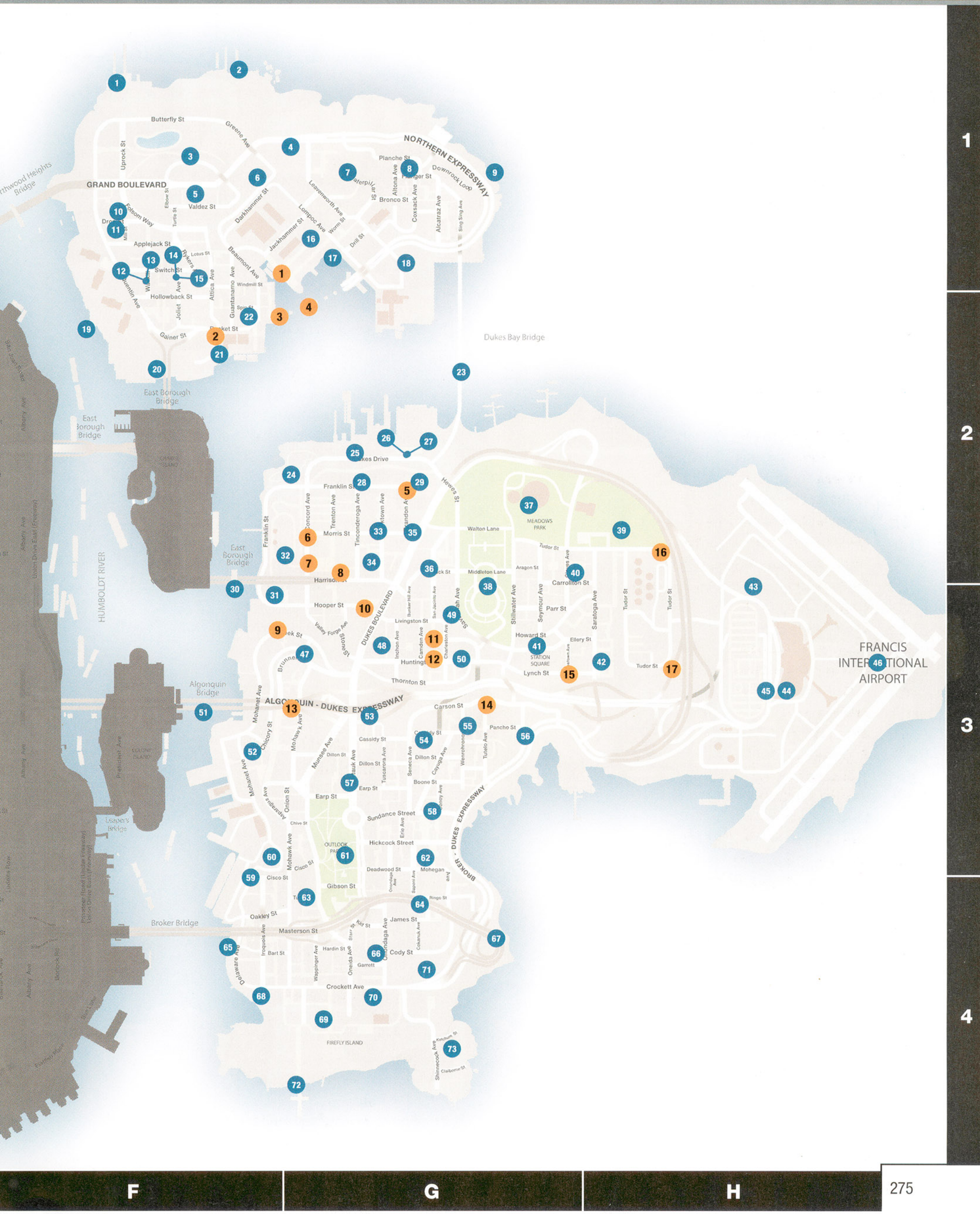
(General Locations)

1. Boulevard, Union Drive West
2. Boulevard, Union Drive West
3. Boulevard, Valdez St
4. Northern Gardens, Grand Boulevard
5. Boulevard, Grand Boulevard
6. Boulevard, Grand Boulevard
7. Northern Gardens, Caterpillar St
8. Northern Gardens, Flanger St
9. Little Bay, Drop St
10. Fortside, Exeter Ave
11. Fortside, Drop St
12. South Bohan, Wallkill Ave
13. South Bohan, Wallkill Ave
14. South Bohan, Joliet St
15. South Bohan, Joliet St
16. Industrial, Lompac Ave
17. Industrial, Lompac Ave
18. Industrial, Leavenworth Ave
19. South Bohan, Leavenworth Ave
20. South Bohan, East Borough Bridge
21. South Bohan/Chase Point, East Borough Bridge
22. Chase Point, Spin St
23. Dukes Bay Bridge
24. Steinway, Sing Sing Ave
25. Steinway, Dukes Drive
26. Steinway, Dukes Drive
27. Steinway, Dukes Drive
28. Steinway, Brandon Ave
29. Steinway, Brandon Ave
30. East Borough Bridge
31. East Island City, Franklin St
32. Steinway, Franklin St
33. Steinway, Yorktown Ave, off Morris
34. Steinway, Harrison St
35. East Island City, Brandon Ave
36. East Island City, Bunker Hill Ave
37. Meadows Park, Hancock St
38. Meadows Park, Hancock St
39. Francis International Airport, Hancock St
40. Willis, Cleves Ave
41. Meadow Hills, Ellery St
42. Willis, Saratoga Ave
43. Francis International Airport
44. Francis International Airport
45. Francis International Airport
46. Francis International Airport
47. BOABO, Chicory St
48. Cerveza Heights, Chicory St
49. Meadows Park, Savannah Ave
50. Cerveza Heights, Huntington St
51. Algonquin Bridge
52. BOABO, Chicory St
53. Schottler, Algonquin-Dukes Expressway
54. Shottler, Cassidy St
55. Beechwood City, Wenrohronon Ave
56. Beechwood City
57. Downtown, Montauk Ave
58. South Slopes, Sundance St
59. East Hook, Mohanet Ave
60. East Hook, Mohanet Ave
61. Outlook, Montauk Ave
62. South Slopes, Montauk Ave
63. Hove Beach, Tulsa St
64. Firefly Projects, Ringo St
65. Hove Beach, Delaware Ave
66. Hove Beach, Onondaga Ave
67. Firefly Projects, Broker-Dukes Expressway
68. Firefly Island, Delaware Ave
69. Firefly Island, Delaware Ave
70. Firefly Island, Delaware Ave
71. Firefly Projects, Broker-Dukes Expressway
72. Firefly Island
73. Beachgate, Ketchum St

Unique Stunt Jumps

(General Locations)

1. Industrial, Guantanamo Ave
2. South Bohan, Rocket St
3. Industrial, Northern Expressway Bridge
4. Industrial, Northern Expressway Bridge
5. Steinway, Brandon Ave
6. Steinway, Morris St
7. Steinway, Concord Ave
8. Steinway, Concord Ave
9. BOABO, Mohanet Ave
10. East Island City, Hooper St
11. Cerveza Heights, Charleston Ave
12. Cerveza Heights, Huntington St
13. Algonquin Bridge
14. Cerveza Heights, Carson St
15. Willis, Lynch St
16. Francis International Airport, Tudor St
17. Francis International Airport, Tudor St


GRAND BOULEVARD
NORTHERN EXPRESSWAY
Butterfly St
Greene Ave
Uprock St
Valdez St
Folsom Way
Applejack St
Switch St
Hollowback St
Gainer St
Darkhammer St
Jackhammer St
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Lompoc Ave
Planche St
Bronco St
Coxsack Ave
Altona Ave
Alcatraz Ave
Downrock Loop
Beaumont Ave
Guantanamo Ave
Attica Ave
Joliet
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Dukes Bay Bridge
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Leapers Bridge
Broker Bridge
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Franklin St
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Walton Lane
MEADOWS PARK
Tudor St
Middleton Lane
Aragon St
Carrollton St
Parr St
Stillwater Ave
Seymour Ave
Saratoga Ave
Howard St
Ellery St
STATION SQUARE
Lynch St
DUKES BOULEVARD
Livingston St
Thornton St
ALGONQUIN - DUKES EXPRESSWAY
Carson St
Pancho St
Cassidy St
Dillon St
Boone St
Earp St
Sundance Street
Hickcock Street
BROKER - DUKES EXPRESSWAY
Deadwood St
Mohegan
Gibson St
Cisco St
Oakley St
Masterson St
James St
Cody St
Crockett Ave
Bart St
Hardin St
Garrett
FIREFLY ISLAND
Shinnecock Ave
Ketchum St
Claiborne St
Delaware Ave
Mohanet Ave
Mohawk Ave
Onion St
OUTLOOK PARK
FRANCIS INTERNATIONAL AIRPORT
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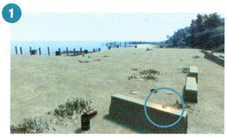
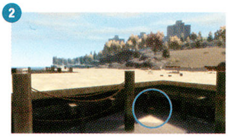
Flying Rats (Detailed Locations)

1



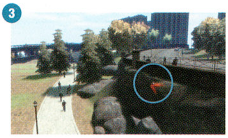
Boulevard, Union Drive West
On a discarded concrete road median near the shoreline docks.

2



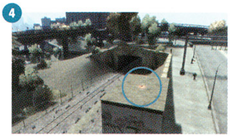
Boulevard, Union Drive West
On a little sandbar under a pier.

3



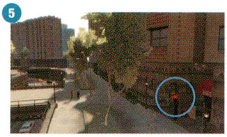
Boulevard, Valdez St
On a little rock jutting out from the north side of Valdez St. Stand near the rail and look over. Watch out for cops on the road. Try shooting it with the sniper rifle from the nearby pond area.

4



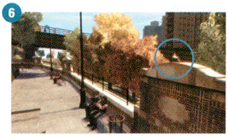
Northern Gardens, Grand Boulevard
Near the rail tunnel entrance across the street from an LCPD station. It's on top of an old rail station building. Walk along the attached road wall to reach it, or snipe it from the distant, higher road.

5



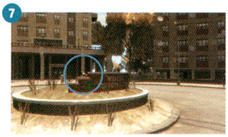
Boulevard, Grand Boulevard
On top of a gatepost at the entrance to 1665 Grand Boulevard. Shoot it from the sidewalk.

6



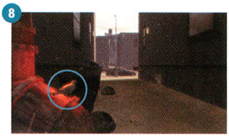
Boulevard, Grand Boulevard
On the east side of 1665 Grand Boulevard. It's on top of a brick gate section that runs along a sidewalk.

7



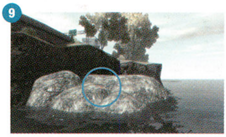
Northern Gardens, Caterpillar St
In the middle of the circular cul-de-sac street. It's on the knee-high brick "Welcome to Northern Gardens" wall.

8



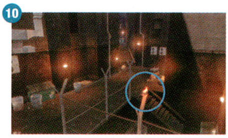
Northern Gardens, Flanger St
In a dark alley between ghetto apartment buildings. It's on a pipe near the ground.

9



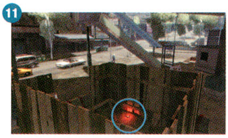
Little Bay, Drop St
On a boulder jutting out of the water on the shoreline.

10



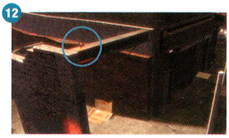
Fortside, Exeter Ave
On a tall metal fence post, deep in this winding alley.

11



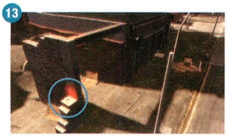
Fortside, Drop St
In an enclosed wooden work area under the train station. Expect police attention when you discharge firearms in this area.

12



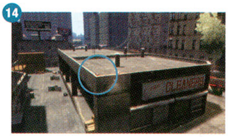
South Bohan, Wallkill Ave
On top of the sidewalk girder arch. Don't leave. Look for Flying Rat #13 (the next entry in this list). Shoot them from deep within the alley to avoid attention.

13



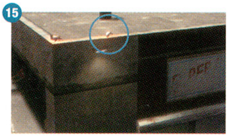
South Bohan, Wallkill Ave
On the short wall piece, on the sidewalk girder arch's side (near Flying Rat #12).

14



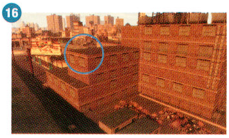
South Bohan, Joliet St
On the corner of the Cleaners building rooftop (next to Flying Rat #15).

15



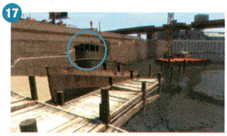
South Bohan, Joliet St
On the corner of the Cleaners building rooftop (next to Flying Rat #14).

16



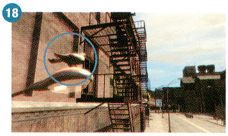
Industrial, Lompac Ave
On the Menala Metal building rooftop's northeast corner (above the junkyard corner). Snipe it from around the front of the junkyard.

17



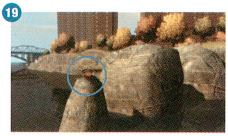
Industrial, Lompac Ave
In the cabin window of the rusted-out ship docked at the rickety pier.

18



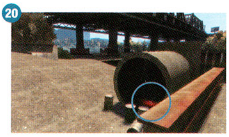
Industrial, Leavenworth Ave
On top of a streetlight attached to this abandoned building.

19



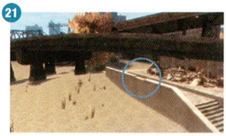
South Bohan, Leavenworth Ave
Atop the smallest of the series of boulders that juts out into the water.

20



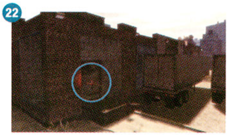
South Bohan, East Borough Bridge
Next to the girder stack near the bridge, inside the large pipe section.

21



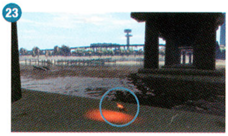
South Bohan/Chase Point, East Borough Bridge
On the walkway railing underneath a raised road (Attica Avenue).

22



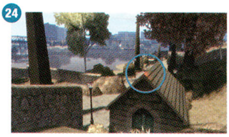
Chase Point, Spin St
On the metal railing at the building entrance by two semi-trailers. Just east of your Bohan garage.

23



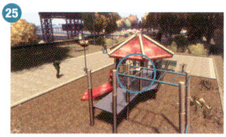
Dukes Bay Bridge
Underneath the bridge, on the support platform.

24



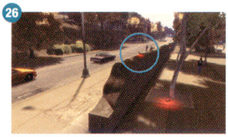
Steinway, Sing Sing Ave
On the peak of a mausoleum along the cemetery path.

25



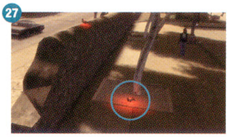
Steinway, Dukes Drive
Atop a play structure in the playground. Expect police attention.

26



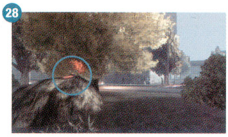
Steinway, Dukes Drive
Atop the wall along the sidewalk, next to Gantry Park parking lot (just above Flying Rat #27).

27



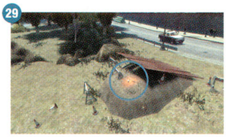
Steinway, Dukes Drive
On the sidewalk next to the wall that lines the Gantry Park parking lot. (just below Flying Rat #26).

28



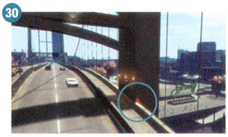
Steinway, Brandon Ave
On a boulder underneath a bushy tree; it's hard to see.

29



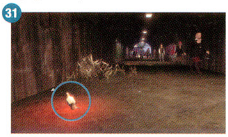
Steinway, Brandon Ave
On a boulder underneath the USJ #5 ramp.

30



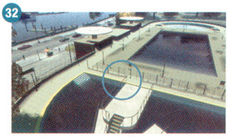
East Borough Bridge
On the railing of the bridge's south side walkway.

31



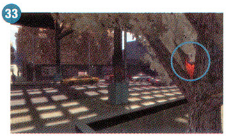
East Island City, Franklin St
On the ground in the pedestrian underpass below Franklin. If you see a beat cop, snipe the bird from the far end of the tunnel.

32



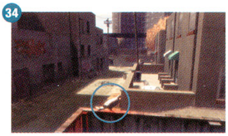
Steinway, Franklin St
On the highest tier of the pool's diving platform. Police attention is likely when you shoot it.

33



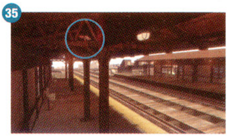
Steinway, Yorktown Ave, off Morris
In the tree across the street from Blarney's pub.

34



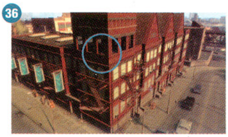
Steinway, Harrison St
On the top corner of the wooden fence in the back alley.

35



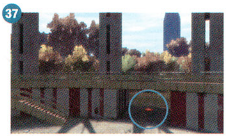
East Island City, Brandon Ave
On the rafter under the train station platform's roof.

36



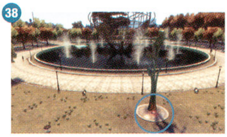
East Island City, Bunker Hill Ave
On the corner of the NUCA Design Store (with NUCA banners hanging outside) building's rooftop. It's inside the roof enclosure, on the floor. Throw a Molotov or grenade up from the street, or drop onto the roof via helicopter.

37



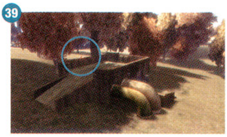
Meadows Park, Hancock St
At the abandoned circus big top that's missing a tent. It's inside a doorway.

38



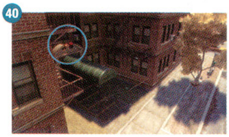
Meadows Park, Hancock St
On the plaque at the base of the "Goosed" statue.

39



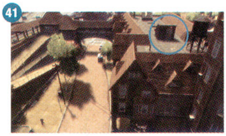
Francis International Airport, Hancock St
In the middle of this wooded area, on the small pump utility house's top edge.

40



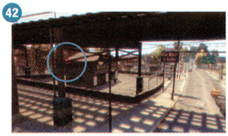
Willis, Cleves Ave
On top of the apartment building's green entrance awning.

41



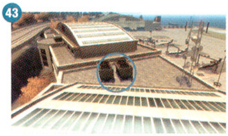
Meadow Hills, Ellery St
On the rooftop across the street from the train station, in a recessed roof door entry. From the train station platform, use the bench to jump and climb onto the westernmost structure's roof. Then follow the roof across the street to opposite roof.

42



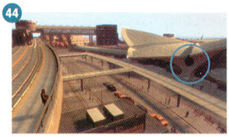
Willis, Saratoga Ave
On the raised train tracks' cross-strut, near the Car Wash & Lube.

43



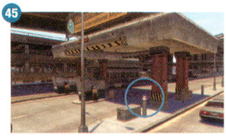
Francis International Airport
Tucked between two air conditioning units on the airport terminal roof. It's in the flat area between the two curved rooftops. From the airport parking lot, climb the stairs up to the train station platform. Follow the tracks north until they overlap the terminal roof. Jump down onto the roof and follow it to the air conditioning units.

44



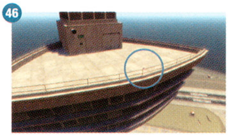
Francis International Airport
In the terminal support strut's circular hole. From the airport parking lot, climb the stairs up to the train station platform. Follow the tracks south until you can get a clear shot with a sniper rifle. This likely triggers a Wanted Level, so be ready to run.

45



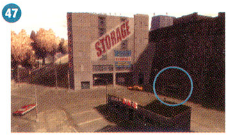
Francis International Airport
On the low post just under the airport's main entrance gate, across from the pay booth. This likely triggers police attention.

46



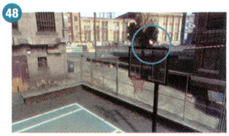
Francis International Airport
On the balcony railing outside the airport control tower's topmost level. Target it with a sniper rifle near the opening to the runway tarmac.

47

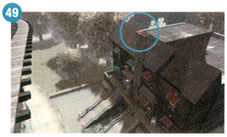


BOABO, Chicory St
Behind the Creek St Diner and next to the big Storage sign, about 10 feet up a freeway retaining wall.

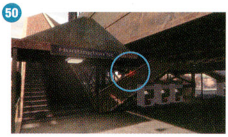
48



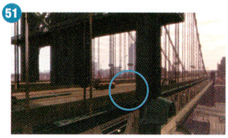
Cerveza Heights, Chicory St
Atop the basketball backboard in the back-alley court.

49


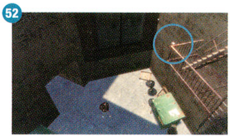
Meadows Park, Savannah Ave
Atop the row house's chimney on Savannah, at the end of the same block as Ma McReary's place. Enter the door and climb the stairs to the rooftop. Then climb a bit to get a clear shot.

50


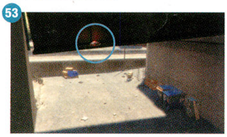
Cerveza Heights, Huntington St
On the roof over the stairs that lead up to the Huntington Street train station's first level. Directly behind the bank of three ticket-dispensing machines.

51


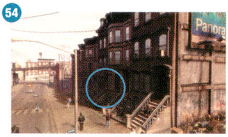
Algonquin Bridge
On a road railing near the bridge's south side center support beams. Watch for cops before you shoot it. Notice the clock tower building to the south with the accurate game time.

52


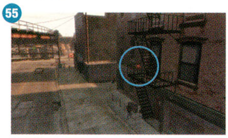
BOABO, Chicory St
In this small, dead-end alley accessible from the sidewalk near Brucie's apartment. On the first-level fire escape railing.

53


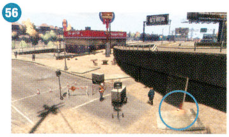
Schottler, Algonquin-Dukes Expressway
Under the expressway, in a tunnel. It's perched atop an entryway girder inside the tunnel. This tunnel is used in one of Jacob's Drug Delivery timing jobs.

54


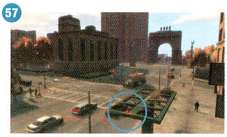
Shottler, Cassidy St
On this project home's stoop railing.

55


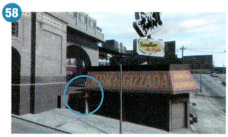
Beechwood City, Wenrohronon Ave
On the street-facing apartment's first-level fire escape. It's next to the open-door apartment on the end that allows roof access.

56


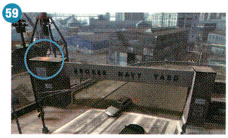
Beechwood City
Just below the broken railing on the Broker-Dukes Expressway (on the Burger Shot side of the road). It's on a slab of concrete amongst a small roadside construction project. Expect police attention.

57


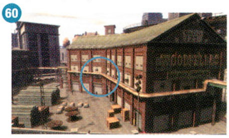
Downtown, Montauk Ave
Atop the bus information shelter's roof, on the corner of Montauk Ave and Earp St. There's a cop on foot patrol around this area—be careful.

58


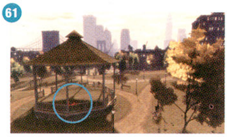
South Slopes, Sundance St
On the sidewalk steps' rail between Jerk 'N' Gizzard Jamaican Restaurant and the Schottler train station.

59


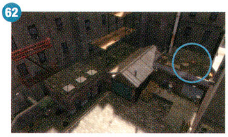
East Hook, Mohanet Ave
On top of the Broker Navy Yard entryway arch's west support column (near Roman's Car Service). Shoot it from the short rooftop behind Roman's car service building, or from an upper level on the crane in the shipyard.

60


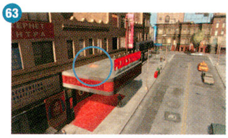
East Hook, Mohanet Ave
The Woodfellas lumber yard building, on top of a west-side, second-window air-conditioning unit. Expect police attention when shooting in this area.

61


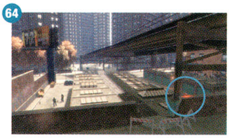
Outlook, Montauk Ave
On the gazebo railing in the park.

62


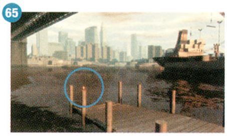
South Slopes, Montauk Ave
On top of a garage with rooftop railings in this back alley. Use the dumpster below the fire escape to reach the skylight rooftop; you have to shimmy from under the fire escape. Then jump to the A-frame garage rooftop to reach the Flying Rat rooftop. Or just toss a grenade or Molotov from the ground. Expect police attention.

63


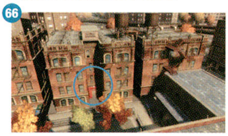
Hove Beach, Tulsa St
On top of the Perestroika theater marquee. Use the stairs, fire escapes, and rooftops in the alley behind the Perestroika theater to reach the top of this marquee.

64


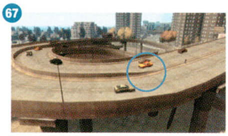
Firefly Projects, Ringo St
On a sidewalk brick wall, near the broken section under the tracks and Broker-Dukes Expressway. Watch for police cars before you fire.

65


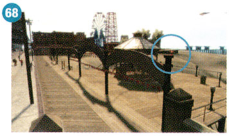
Hove Beach, Delaware Ave
On a pier post just south of and under the Broker Bridge.

66


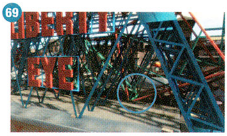
Hove Beach, Onondaga Ave
On top of a door that faces the small courtyard park in this alley (the buildings that were crossed during the rooftop Ivan chase).

67


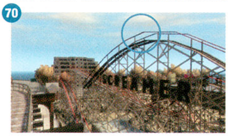
Firefly Projects, Broker-Dukes Expressway
On the expressway median.

68


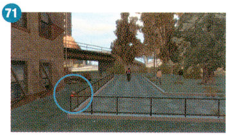
Firefly Island, Delaware Ave
On top of the right "Welcome to Fantastic Firefly Island" triple archway signpost on the gazebo pier.

69


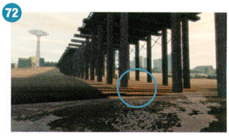
Firefly Island, Delaware Ave
On the lowest support strut directly below the Liberty Eye abandoned Ferris wheel's center. Walk under it by passing through the east side Funland arch. Expect police attention.

70


Firefly Island, Delaware Ave
On the tiptop of the Screamer rollercoaster's north side rail. Shoot it from Crockett Ave or the raised train tracks. Expect police attention when you shoot from these areas.

71


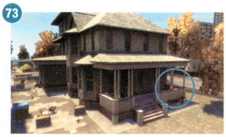
Firefly Projects, Broker-Dukes Expressway
On top of the sidewalk fence in the large apartment complex's southwest corner.

72


Firefly Island
Under a large pier on the shoreline, next to a support column.

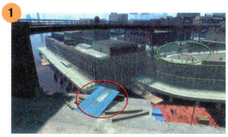
Unique Stunt Jumps (Detailed Locations)

73



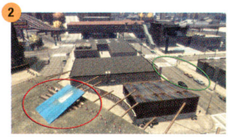
Beachgate, Ketchum St
On this house's back porch rail, on the corner of Ketchum St and Shinnecock Ave.

1



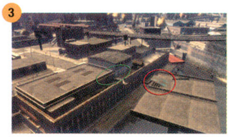
Industrial, Guantanamo Ave
This is a northeast-to-southwest jump over a wooden ramp that has you traversing a creek to reach the street on the other side. Start your run northeast of the ramp on Lompac Ave to gain enough speed to jump the water and land in the Chase Point intersection of Windmill St and Rocket St. Launch off the ramp at a left-to-right angle to land in the intersection without hitting a building.

2



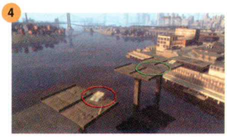
South Bohan, Rocket St
This blue wooden ramp is on the edge of an incomplete overpass. The course is a southwest-to-northeast jump over your Bohan Garage (see the Car Thefts section of this guide or our bonus Odd Jobs fold-out map for location). You must land on Guantanamo Ave in Chase Point just beyond the garage. Start your run at the beginning of the incomplete overpass.

3



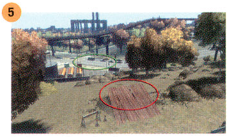
Industrial, Northern Expressway Bridge
This is the second Stunt Jump on the incomplete Northern Expressway bridge. Enter the bridge from the east, off of Leavenworth Ave. Hit Stunt Jump #4 slowly to land on the next section of bridge containing Stunt Jump #3. You must only clear the water and land on the coastline or the warehouse rooftop in Chase Point. There's enough partial bridge to get sufficient speed from a stop to make this jump on its own.

4



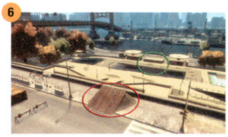
Industrial, Northern Expressway Bridge
This is the first ramp you come to on the bridge. Find the metal sheet section connecting this part of the bridge to the previous to avoid plunging into the river. You can complete this one by jumping over the next section (where Stunt Jump #3 is located) or just land on the next section of bridge—the latter option makes the next jump more convenient to reach. With the right amount of speed and off-the-ramp aim, you can complete both jumps in a single run!

5



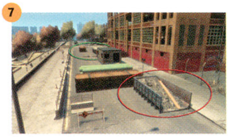
Steinway, Brandon Ave
This wooden ramp Stunt Jump has Flying Rat #29 beneath it. It's a west-to-east jump. Start your run by speeding east along Brandon Ave, then jump the hill and clear the boulders to land on Dukes Boulevard below.

6



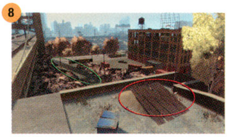
Steinway, Morris St
This dirt and wooden Stunt Jump goes east to west. Start your run at Tinconderoga Ave (a couple of intersections back) if you want to land in the river. If you don't want to get wet, then start your run in the next closest intersection off Trenton Ave. Hit the ramp, then enter or clear the city pool. If you clear it, try to land in the street to avoid ending up in the river. Landing in the river completes the challenge, but you lose your ride.

7



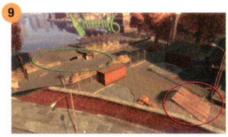
Steinway, Concord Ave
This one is just south of Stunt Jump #6. It's a dumpster jump that goes south to north. You simply need to clear the construction building in the street.

8



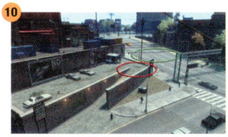
Steinway, Concord Ave
This alleyway wooden ramp sends you east to west over a construction junk yard. Land the jump between the piles of trash or beyond the yard in the following street. Start your run to the east at the Elm Leave Funeral Home at the mouth of the alley.

9



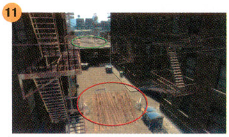
BOABO, Mohanet Ave
This wooden ramp is at the end of an old rail line. It's an east-to-west jump over a shipping container. You must land on the west side of the container on the boardwalk near the Sprunk billboard or, less appealingly, in the river.

10



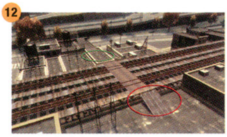
East Island City, Hooper St
This is a southwest-to-northeast jump up a sloped driveway on a corner parking lot used in a familiar story mission. Start your run in the Hooper St & Concord Ave intersection, then hit the driveway ramp and land in or beyond the next street (Dukes Boulevard).

11



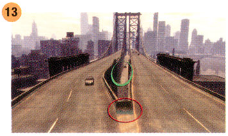
Cerveza Heights, Charleston Ave
This alley's wooden and the dirt ramp jump sends you north to south on top of a rooftop where yet another Stunt Jump is located. It's not necessary to complete the next jump to get this one. You just need to land on the rooftop near the next ramp (#12). This jump can be done in just about any vehicle, as long as you have a good enough run along the road north of here (San Jacinto Ave).

12



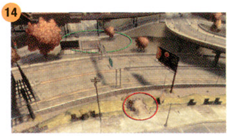
Cerveza Heights, Huntington St
Use a sports car or fast motorcycle to hit this jump. Clear the rail tracks and land the jump on the next rooftop to the south. There are two more ramps on the next two rooftops, but these are not part of the challenge; only a way to get back to ground level.

13



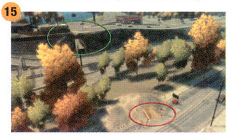
Algonquin Bridge
Hit the small median ramp, heading west on the Algonquin-Dukes Expressway, then land the jump on the pathway below and between the Algonquin bridge streets. It's easier to hit this ramp at the correct angle when you drive against oncoming traffic on the south side of the road. Drive down the middle of traffic or on the south median to line up your jump. The post-launch flight is easier to control on a bike.

14



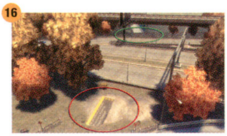
Cerveza Heights, Carson St
This concrete jump is performed in a south-to-north direction. You must hit the ramp at the edge of Carson St and clear the Algonquin-Dukes Expressway below to the north, then land in the field beside the two billboards (Raine) or over the billboards and onto Livingston St. A bike is best, but it's even possible in a Sentinel. Start your run at the south end of the intersection of the Broker-Dukes Expressway and Tutelo Ave.

15



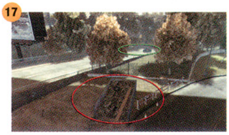
Willis, Lynch St
This ramp is made of wooden planks on a dirt mound. The jump takes you from north to south. You must clear the Algonquin-Dukes Expressway and land either on top of the ramp-like top of the K109 Studio billboard or on or beyond the off-ramp and berm to the south in Beechwood City. This is easier to complete on a sport bike.

16



Francis International Airport, Tudor St
This ramp is made up of a parking garage sign that has fallen on a dirt pile. It's a west-to-east jump across the Broker-Dukes Expressway. You must land across the expressway on the on-ramp of northbound Broker-Dukes Expressway traffic or beyond it in the field or back lot. Start your run from Saratoga and Tudor St. This jump is easier on a sport bike.

17



Francis International Airport, Tudor St
This dumpster jump under the El-Train tracks sends you north to south onto an on-ramp. You must clear the chain link fence and land on the Algonquin-Dukes Expressway on-ramp.

Grand Theft Auto IV's multiplayer component is remarkably innovative and fun, as we learned firsthand from many hours of playing with and observing the Rockstar NYC multiplayer test team. Along with our daily trek down Christopher Street to Broadway, this was one of the most entertaining aspects of our month-long stay in New York City as we prepared this book with the full and gracious cooperation of Rockstar.

Not only did we pick up a plethora of tips and insights into the various Multiplayer games; we also got huge chuckles out of trading gunfire and racing with the team, who provided us with a list of follow-up tips and tactic. Many of those tactical gems have been included in this chapter. For even more tips, visit **www.bradygames.com/gta-iv**.

General Multiplayer Features

There are 14 selectable Multiplayer modes that we've outlined here. Each mode can have a maximum of 16 players, except for "Deal Breaker," "Hangman's NOOSE," and "Bomb Da Base II", which allow only four players maximum.

- All of the non-Cooperative game modes are money based (except Races); the player or team with the most cash is the winner. In time limit games, the winner is the player or team with the most money when the timer expires. In point limit games, the winner is the team or player who reaches/surpasses the cash goal first.
- Multiplayer features 10 different ranks. Gaining ranks allow you to unlock more options for customizing the look of your character.
- Games can be set to last from five minutes to an hour. However, if you play point-based games, the length can vary greatly and can conceivably last for hours.
- You respawn infinitely in all of the competitive modes except for the "One for All" version of "Cops 'n' Crooks". In the Team and Competitive Modes, the host can set the duration of time players must wait before they can respawn. All cooperative modes have a limited number of lives determined by the difficulty setting.
- When you first start, you can choose between male and female characters and different outfits.
- To invite people to multiplayer, use your in-game cell phone to invite them.
- Party Mode works as a "pre-pre-game" lobby for up to eight of your friends. All of you can hang out in the city before deciding which mode to join together. Note that your party must play as a team if joining a team mode.
- You can talk to your friends on headsets during games. You can even have a one to one conversation with a friend by calling him/her through your in-game cell phone.

RS NYC 5
RS NYC 3
RS NYC 1
RS NYC 13

Customizable Game Options

Duration	Choose from 5 minutes to 60 minutes.
Locations	Choose from a large selection of maps for your game.
Time of Day	Random, morning, midday, evening or midnight.
Weather	Variable, clear, overcast, drizzle, rain or foggy.
Weapons	You can set weapon pickups to be one specific weapon, a set of weapons, or just health packs.
Reticule Health	Choose whether or not you can see how much health your target has remaining.
Police	Choose whether or not you want cops in the game.
Pedestrians	Choose whether or not you want pedestrians in the game. If so, then you can also modify pedestrian density (low, medium, or high).
Traffic	You can't turn off traffic (except for vehicle races in Race), but you can control its density (parked, low, medium, high).
Respawn Time	Set how long players must wait after they die to return to the game, from 1-30 seconds.
Respawn Distance	Choose how far you respawn from where you died (near, medium, far).
Auto-Aim	This setting really changes the pace of games. Auto-Aim On usually has more on-foot combat with heavy use of hiding and cover. Auto-Aim Off is a bit more chaotic as vehicles and drive-bys are much more effective in this mix.
Blips	This setting also changes the pace of games. You can choose between five settings: All, Near, Far, Leader, or None. "All" usually causes game speed to move at its fastest. As you limit the blips seen, the pace of the game slows down as players must be more cautious. There is also a Team setting for blips in team games.
Friendly Fire	Select whether or not you can kill teammates.
Gamertag Display	Turn this On or Off.
Voice Chat	Options are On, Off, Team, Proximity

General Tips

Weapons

The carbine rifle can lock on at greater range than any other weapon.

When using rockets, aim at your opponent's feet. If your foe is in a vehicle, don't aim too low or the rocket might skim against the road and go right underneath the car!

Go out kamikaze-style by cooking a live grenade while running or driving a vehicle toward enemies…who will explode when they go to pick up your money!

When sniper rifles are enabled, don't forget that you also spawn with a knife; if you get caught in an enemy rush, your sniper rifle isn't much good at close-quarters fighting.

Setting weapons to Melee is a fun alternative—all bats and knives with Friendly Fire on in the enclosed space of the prison makes for some crazy gaming. The knife is faster, and targets can't move or hit back while they're getting knifed. But the baseball bat gives you a chance to score a one-hit kill.

To counter someone who wields a knife at you, run in a straight line away from the attacker but toward one of your teammates to give your partner an easy shot.

Auto-Aim

When auto-aim is enabled for a team game, a good tactic is to have a teammate drive a fast vehicle past the enemy in order to draw the lock-on away from you and your other teammates who are moving in on foot.

Generally, if auto-aim is disabled, a good move is to stay in a car and try to run down opponents who approach on foot. But if auto-aim is enabled, anyone sitting in a car becomes a much more vulnerable target.

When auto-aim is enabled, remember that most weapons have enough range to hit a target before the lock-on actually activates. Use manual aim to score hits while an opponent is still outside of auto-aim range.

Vehicle Use

Helicopters are excellent modes of transportation, and they can be very effective weapons too (see the next tip). The helicopter above Booth Tunnel appears in most games, and it respawns when it's destroyed.

You can use the helicopter as an offensive weapon. Angle the rotor blades so they strike the ground, and then run into other players or vehicles—the players get killed and vehicles get flung into the air. When dueling with another helicopter, get above your foe and then dip and descend onto its rotors to throw it off course or knock it out of the air.

Grab the tour bus whenever you find one. It's a great defensive vehicle, like having a tank—it can withstand tons of damage. Get your whole team inside and travel through hell safely to reach your destination.

Grab a fire truck with a friend. One person uses the hose to spray opponents, knocking them helpless to the ground, while the other person mops up with his or her weapon of choice.

Create a booby trap. Park a vehicle directly outside an open doorway and then crouch inside the building with the vehicle in your sight. When an enemy approaches, blow up the vehicle with a rocket or grenade. This trick works well in Turf War when some of the bases are directly in front of doorways, as well as any settings where not all blips are viewed.

Other Tips

Aim for things, such as pipes and propane tanks, which can explode and take out enemies. For example, hamburger stands are explosive! Each has a propane tank for heating burgers. Lure enemies near a hamburger stand, then shoot it from a safe distance to blow them sky high.

Using cover can be a huge advantage, but be careful where you choose to "attach" yourself so you don't get flanked. If you're out in the open instead of attaching to cover, use line of sight to stay safe without sacrificing any mobility.

Remember: when you crouch, the tag icon above your head disappears. This can make all the difference in who gets off the critical first shot.

If you see unclothed characters, look out! Only players that have reached the max ranking of 10 and a few other "special" people get the honor of shooting in their skivvies.

If weapons are set to snipers, projectiles, or melee, remember that you can get other firearms off of fallen cops and from their vehicles.

Experiment with the Blips settings. Changing them between Near, Far, All, Leader, and Off makes for totally different types of games. The Far setting is great for a tenser Deathmatch, and Leader can be an excellent setting for Mafiya Work.

Tactics for Team Mode Games

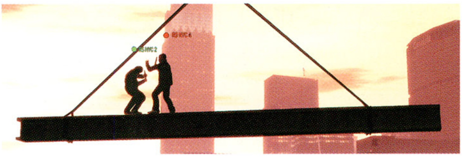
You can make a lot more money by having a smaller team because money is divided evenly at the end of a match. So, don't assume that you can't pull in big money just because you're outnumbered.

Passengers can set waypoints for whoever's driving their car. This way the driver can concentrate on the road.

Have a friend with a sniper rifle get in a helicopter with you. Drop him off in high places with a nice view of the action, and then watch the carnage.

Use the in-game cell phone to call opposing teams. Opportunistic alliances can really help both parties make extra money in certain game modes. Just think twice if auto-aim is enabled, however. You may accidentally ventilate your newly-made ally.

Here's a tip when you find an enemy spawn area: Team members usually spawn close to each other. If you're patient (and enjoy high-risk situations), then leave the first spawning enemy alive. Then pick off subsequent respawning players before they have a chance to run off and equip themselves with better weapons. However, don't forget the five seconds of immunity granted to people who have just respawned.



Deathmatch

Features: 16 players maximum. Time and point (money) based. Kill or be killed. Player with the most money wins.

- Half the game is about acquiring armor and a good weapon as quickly as possible, especially in a game where auto-aim is on. The other half is headshots, which give you two-shot kills—unless you have a sniper rifle, which kills with a single head shot. Be careful if you use the cover system, because your head is exposed when you aim at someone around the corner.
- If auto-aim is off, use a car to pick up quick kills, especially in an open environment like the airport. But watch out for rocket launchers and snipers if you're driving. If someone is using a car against you, try to lure him into hitting a solid object by jumping out of the way at the last second, then shooting him quickly through the windshield.
- When auto-aim is on, make sure to crouch to maintain the most focused aim, and stay out of cars! The easiest kills come from auto-aiming on drivers, no matter how fast they are moving to run you down. When auto-aim is off, movement is key. Remain standing and strafe left and right while shooting slightly ahead of your enemy's movements to catch him with your bullets.
- Always pay attention to your radar when not in direct contact with enemies. It helps you find weapons that can give you an advantage based on your position in the city. It also lets you know when opponents are close, particularly if the game's Blips setting is on Far.
- Use other players' distractions to your advantage. If two other opponents are battling each other, it's always nice to flank in and get some clean up kills.
- Remember: it's the guy with the most money who wins the match. Always pick up cash dropped by players you've killed, or cash left by other players' firefights.
- When an opponent is charging you in a car, use bus stops, telephone poles, or building stoops for cover. These items cannot be run over by any vehicle; the driver comes to a dead stop and you can easily unload your weapon on him through the windshield.

RS NYC 2
RS NYC 1
RS NYC 3

Team Deathmatch

Features: Up to eight teams, 16 players maximum. Time and point (money) based. Kill or be killed. Team with the most money wins.

- Roll together! Hop into a car when auto-aim is off—you and your friends will become a force to be reckoned with. Stick together if auto-aim is on too, but stay out of cars. If you stay close, you'll have a better chance of taking down any opposition that comes near.
- Yes, it's usually better to travel in packs, but don't bunch up too closely in a match with rocket launchers.
- It's about communication! If your mates are not calling out enemy positions or helping to form a team strategy, kick them from the game. There is no time for espionage in Team Deathmatch because you will not survive. Communication is the key and helping others will help the team win.
- It's always nice to have at least two players with high explosives (rocket launchers, in particular) as this can stop the opponents who like to drive around and run over your whole team.
- Have a rifle party. If rifles are on the map, get them. The carbine and the assault rifles are the most balanced as far as distance and power. You don't want your team "outgunned."
- It's not how much you can shoot but how accurately you can shoot. The longer you hold the trigger the more recoil and inaccuracy your weapon gives. Short bursts of fire hit the target more often, especially when at a distance.

Mafiya Work

Features: 16 players maximum. Time and point (money) based. Kenny Petrovic dishes out missions to all players. Players duke it out to complete each mission first.

- When waiting for your next assignment, don't bother moving. It could just take you further away from where the next task will spawn. Instead, park your vehicle at a crossroads and be ready to take off the moment you get a call.
- The icons that pop up red on your map—usually an assassination task—are the quickest way to make cash. Targets are usually fairly close to each other and can be taken out very quickly. Whenever these missions pop up always make an effort to whack at least two of the targets.
- If you're not intimately familiar with Liberty City's layout yet, keep your GPS map up while Petrovic is talking on the phone. Then set a quick waypoint on the target you have the best chance of reaching, and you won't get lost on the way.
- Depending on the weapons settings, when the player receives a task to "destroy" something—whether it be arcade machines, hot dog stands, another vehicle, whatever—it's always nice to have grenades and/or a rocket launcher in your weapon stash. Trying to shoot mere bullets at a target until it blows up can be costly—other players may show up, kill you, and then finish your job.

Team Mafiya Work

Features: Up to eight teams, 16 players maximum. Time and point (money) based. Kenny Petrovic assigns missions, then teams duke it out to complete each mission first.

- Here, it's often better to spread your team around the map, anticipating that the next task could be anywhere. This strategy guarantees that at least one teammate is near the assignment no matter where it appears on the map. Try playing it with Blips set to Off, so teams don't know where their opponents are going.
- Depending on how large your team is, you probably want to split up and have teammates complete jobs solo or work in groups of two. Many of the Mafiya Work missions have multiple tasks that will appear on the map, and if your whole team sticks together, your points will begin to dwindle as other teams split apart and complete tasks. Focus on team communication and organize teammates so you don't go after the same target.

RS NYC 1
RS NYC 2
RS NYC 2

Car Jack City

Features: 16 players maximum. Time and point (money) based. Find and bring cars to a destination point to earn money. Drug cars (marked in green) are worth good reward money regardless of their condition. Rewards for regular cars (marked in blue) are based on their condition at delivery. The better the vehicle's condition, the more money you receive.

- Go for the green-marked cars (filled with valuable drugs) first. The blue-marked cars are worth it only when all other cars are being taken to the drop-offs. Your enemies will make much less off their blues when you are busy returning green drug cars, which give you fat payoffs no matter the car's condition. In general, you ignore your foes more in Car Jack City, because there's no pay for kills. Kill only when you have to, and focus on getting the cars.
- Plant yourself near known drop-off points, shoot a competitor through the windshield, and then steal his car and make the short delivery for easy points. Be careful not to damage the car too much when gunning down your foe! Use cars to block the entrances to a drop-off point. This can usually buy you enough time to eliminate the unsuspecting driver.

Team Car Jack City

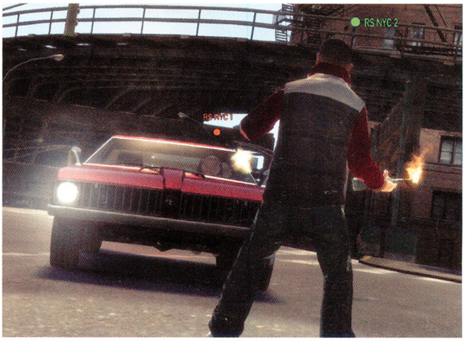
Features: Up to eight teams, 16 players maximum. Time and point (money) based. Find and bring cars to a destination point to earn money. Drug cars (marked in green) are worth good reward money regardless of their condition. Rewards for regular cars (marked in blue) are based on their condition at delivery. The better the vehicle's condition, the more money you receive.

- If possible, use a driver and an escort when picking up a car, so that there's backup if one of them gets shot, and so that the escort can easily shoot competitors. Remember that you can bring down the value of any car the other team is jacking, sometimes significantly, by shooting it up and causing damage.
- To quickly pick up cars when multiple teams are playing on the map, have a teammate drive you to a target car and drop you off. This way, you can grab the target car while your teammate drives off to another on the map to keep a continual flow of income pouring into your team score.

Turf War

Features: Two teams, 16 players maximum. Time and point (money) based. Three to five bases appear randomly on the map; the total number of bases is scaled according to the number of players. Your goal is to walk onto each of the bases to gain control.

- Defense is just as important as offense, if not more so. The best way to defend your turf is to find a hard-to-access spot nearby; attackers can't take turf when a defender is in the zone surrounding it. If there's a building interior nearby, particularly with multiple stories, use that. If you can only round the corner into an alley out of sight, then do that.
- This is a game in which teams really benefit from having headset communications. Working out an organized plan and adjusting on the fly goes much smoother if you have your team in easy voice contact.



RS NYC 5
RS NYC 1

Race

Features: 16 players maximum, five race modes. Time based only. Just drive, baby! You can choose cars, bikes, boats, or helicopters; whichever type of vehicle the organizer picks applies to all racers. You can select from many different tracks, and set the race for up to eight laps.

Road/Heli/Boat Race: Three distinct race types on the road, in the air, or in the water.

Free Race: All racers start as pedestrians at Point A, then run to find vehicles. First one to reach Point B via any route wins.

Cannonball Run: All racers start as pedestrians then run to find vehicles. This race follows a set course where you compete to get through all of the glowing yellow checkpoints first.

- It's really pure skill here. It's straight-up racing. The best driver wins.
- You don't have to drive directly through each yellow checkpoint to trigger the next one. After a little experimentation, you can gauge just how far from each checkpoint you can get and still receive credit. You can make much tighter turns around corners this way; just veer to the left or right of the checkpoint instead of driving straight through it. This cuts off a lot of lap time and provides you with the extra edge you need to win the race.
- Races in Liberty City can get a little chaotic. In the early going, the players who gain 1st, 2nd, and 3rd are usually determined by the very first turn. The first turn is *crucial*. Depending on the track, a good tactic is to speed toward the turn and brake right before it. Players tend to crash into each other, on top of each other, and over each other. Whoever emerges from the death crowd in somewhat stable shape will earn the top spots. Try driving off to the side or onto the sidewalk, away from the other racers at the first turn to avoid the mayhem.
- Beware of non-racing traffic, particularly on bridges where cars often change lanes just as you approach them. Hitting non-racing cars can bump you from 2nd to 7th quickly.

GTA Race

Features: Exactly the same as the regular Race mode, except you can exit the car and players can carry and pick up weapons… and use them on each other!

Here are two excellent tactics, one for when you're losing and one when you're winning:

1. If you fall too far behind, then start playing for revenge. If you have bad luck in the early going, just make it tougher for everyone else in the match to succeed and you'll have a blast. If all else fails…roadblock! Pile cars into a tight area of the track and watch the carnage as the speedy, arrogant first-placer wrecks his car. The Horse Punch course is a great roadblock map; you can create mass havoc in the park. Make them all feel the wrath of sixteenth place!
2. Grab the SMG! Remember, you can carry only one weapon at a time while in a vehicle, so having the fastest and most powerful one at all times is important for survival. Continually pick up weapons but be sure to drop anything you are using when you spot a more powerful weapon. This not only keeps you properly equipped, but the racers behind you have a tough time even getting a weapon when you are busy swapping yours out and grabbing new ones as they come.

Cops 'n' Crooks

Features: Two teams (one group of Crooks, the other Cops), 16 players maximum, two game modes. Objective based.

All for One: Crooks team needs to get its boss (one team member) to the getaway vehicle.

One for All: Each player on the Crook team tries to get to the getaway vehicle. Once you die in this mode, you do not respawn—you stay dead and wait for another round.

- If you're the Crooks in "All for One" mode, this game is pretty exclusively about getting into a vehicle quickly. If someone's a bad shot, designate him as the driver. Have someone who's not the driver put a waypoint on the map for the driver's benefit if it helps (for Cops *or* Crooks). As the Cops, you just want to close quickly for the kill. Keep one passenger teammate on the map screen to keep track of where all the Cops and Crooks are located and in what direction they're moving. For the Crooks, only the Capo can see the Cops' blips.
- In "One for All" mode, it's every man for himself. If you are confident enough in your abilities, then break off from your team and find your own way to reach the escape vehicle. Most of the time, the Cops spawn somewhat close to the Crooks. So, if the Crooks gather in the same car, they can all be killed immediately in a burst of flames when the Cops catch up with them. A good tactic for the Crooks is to have everyone hop into a car initially to get moving, but have the Crook driver let off each passenger near a parked car en route.
- Use the surrounding water to your advantage and grab a boat! If you can do this before the Cops catch up with you, it's usually clear sailing—no pun intended! This will also leave the Cops searching for their own boat to chase you down before you reach the escape vehicle. By this time, you are already halfway to safety.

- Cops should use the police siren only when necessary, in order to keep the element of surprise on their side. However, the siren will move ambient cars out of the way, so if you need to get through traffic fast, it is very useful.
- Cops always start off with the MP5-style submachine guns. As a Crook, it's often better to arm yourself before taking off, but only if you can do so quickly.
- Crooks, be careful about leading the Cop team directly to your escape vehicle. If they destroy it, the Crook team loses.

Deal Breaker

Features: Four people maximum. Difficulty settings of Easy, Medium, Hard. Break up a deal between the biker gang and the Italian Mafia. Kill everyone at the deal.

- Have half the team use a helicopter on the multi-story part of the mission with all the red blips; direct that half to attack from the top down. Direct the other half of the team to attack from the bottom up. This strategy really maximizes your kill speed, letting you swiftly clear the mission.
- The escaping bikers always flee after the last package has been collected, so make sure your teammates are all ready and in position to give chase when the last package is picked up.

Free Mode

Features: 16 people maximum. You and your friends can hang out in Liberty City and explore together or make up your own games. Although no specific point or time achievements can be earned, you can set up your own rules and objectives.

- Have fun! Be creative! One of our favorites is organizing synchronized stunt jumps—having a convoy of players all go off of a single-player stunt jump.
- Just hang out or make up your own games. Try helicopter dogfights. Get a team together and just start wreaking havoc near the Majestic Hotel to draw cops. Then build your Wanted Level up to five or even six stars, and hole up in the hotel to see how long you can hold off the cops.
- Drive to southeast Algonquin. There you'll find a helipad with various Annihilator choppers. You and your buddies load up in one and fly to the highest point you can above anywhere you want in the city. Then everyone jumps out. (Pilot jumping out is optional.)
- Create two factions and fight for control over a specified area. Fly choppers to the roof of the Majestic Hotel. (Other good places for war are Playboy X's penthouse apartment, Mr. Fuk's Rice Box restaurant in Alderney, and other interiors experienced in the story missions that are also open in Free Mode. The choice is really up to you over which area to take over and defend to claim as your faction's "property.") The match involves battling for control, eliminating leaders who you think aren't fit, players switching to the other faction, phone calls to players to convince them which is the "right faction" to follow, and other wild silly fun.
- Use your imagination and do whatever you want with your friends. You can choose an interior and hold a party for a chosen "boss" with one or two players acting as bouncers. Hey it's "free" mode… have fun and be silly. Welcome to Liberty City.

Bomb da Base II

Features: Four people maximum. Difficulty settings of Easy, Medium, Hard. Take the explosives from a convoy, put them on a helicopter, plant them on a ship and then watch them detonate.

- When taking out the armored car, shoot from behind it, quickly taking out the two guys that open the back doors of the truck. For the chopper drop-off, don't do it on or near the boat, as you are likely to be killed quickly. Instead, drop everyone off on the nearby street. Have one or two guys with sniper rifles climb the loading crane ladder onto the platform, high up near the boat's entrance ramp. They can snipe most of the guards on the boat to make it safer to board. Then it's just a matter of systematically killing the few remaining thugs and planting the two bombs.
- A quicker, more aggressive strategy to complete this mission is to grab a helicopter and drop your team (except for the pilot) onto the boat's stern and let them fight their way into the cargo hold. Meanwhile, the pilot flies up by the ship's bridge and bails out on the top deck (letting the chopper crash) to plant the topmost bomb. Then the full team meets up in the hold to plant the second bomb and hustle out.
- Everyone in this game is equipped with a sniper rifle. Make good use of it with the ample sniping locations both on the boat and nearby towers and bridges that you can access.

Hangman's NOOSE

Features: Four people maximum. Difficulty settings of Easy, Medium, Hard. Petrovic hires you to hold off the N.O.O.S.E. that are after him at the airport. You must protect him and take him to a safe point.

- Be careful of N.O.O.S.E. that spawn on the extreme left or right side and behind the players near the start of the mission. When Petrovic is ready to be picked up, drive him in a N.O.O.S.E. armored vehicle to a helicopter at the other end of the airport, then transport him to the island where the mission ends (take Petrovic and all teammates if possible).
- If you're playing for fun and raw challenge, take the obvious way, which is to find a car and drive. If you're playing for money and/or achievement, grab the nearby Annihilator chopper after you wipe out the N.O.O.S.E. squad, then fly straight to the extraction point.
- If trying to rack up kills on the N.O.O.S.E. officers, be aware of a staircase (used to board an airplane) to the left of where you spawn. It's white and against a wall. Climb the stairs, then crouch and shoot at the officers from there. It provides great cover and sight advantage, allowing you to get a better kill ratio and make Petrovic exit the jet faster.
- Watch your flanks! N.O.O.S.E. officers are highly trained. Not paying attention to your surroundings is a quick way to say hello to the infamous shotgun.

grand theft auto IV

OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn & Rick Barba

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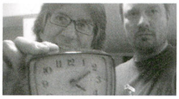

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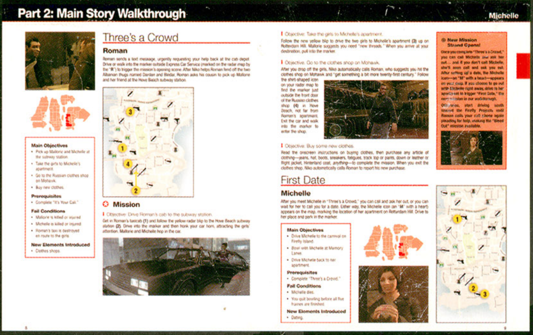

Part 2: Main Story Walkthrough

Michelle

Three's a Crowd

Roman

Roman sends a text message, urgently requesting your help back at the cab depot. Drive or walk into the marker outside Express Car Service (marked on the radar map by the "R") to trigger the mission's opening scene. After Niko helps Roman fend off the two Albanian thugs named Dardan and Bledar, Roman asks his cousin to pick up Mallorie and her friend at the Hove Beach subway station.

Main Objectives
- Pick up Mallorie and Michelle at the subway station.
- Take the girls to Michelle's apartment.
- Go to the Russian clothes shop on Mohawk.
- Buy new clothes.

Prerequisites
- Complete "It's Your Call."

Fail Conditions
- Mallorie is killed or injured.
- Michelle is killed or injured.
- Roman's taxi is destroyed en route to the girls.

New Elements Introduced
- Clothes shops.

Mission

Objective: Drive Roman's cab to the subway station.

Get in Roman's taxicab **(1)** and follow the yellow radar blip to the Hove Beach subway station **(2)**. Drive into the marker and then honk your car horn, attracting the girls' attention. Mallorie and Michelle hop in the car.

Objective: Take the girls to Michelle's apartment.

Follow the new yellow blip to drive the two girls to Michelle's apartment **(3)** up on Rotterdam Hill. Mallorie suggests you need "new threads." When you arrive at your destination, pull into the marker.

Objective: Go to the clothes shop on Mohawk.

After you drop off the girls, Niko automatically calls Roman, who suggests you hit the clothes shop on Mohawk and "get something a bit more twenty-first century." Follow the shirt-shaped icon on your radar map to find the marker just outside the front door of the Russian clothes shop **(4)** in Hove Beach, not far from Roman's apartment. Exit the car and walk into the marker to enter the shop.

Objective: Buy some new clothes.

Read the onscreen instructions on buying clothes, then purchase any article of clothing—jeans, hat, boots, sneakers, fatigues, track top or pants, down or leather or flight jacket, Hinterland coat, anything—to complete the mission. When you exit the clothes shop, Niko automatically calls Roman to report his new purchase.

New Mission Strand Opens!

Once you complete "Three's a Crowd," you can call Michelle and ask her out… and if you don't call Michelle, she'll soon call and ask you out. After setting up a date, the Michelle icon—an "M" with a heart—appears on your map. If you choose to go out with Michelle right away, drive to her apartment to trigger "First Date," the next mission in our walkthrough.

Otherwise, start driving south toward the Firefly Projects until Roman calls your cell phone again pleading for help, making the "Bleed Out" mission available.

First Date

Michelle

After you meet Michelle in "Three's a Crowd," you can call and ask her out, or you can wait for her to call you for a date. Either way, the Michelle icon (an "M" with a heart) appears on the map, marking the location of her apartment on Rotterdam Hill. Drive to her place and park in the marker.

Main Objectives
- Drive Michelle to the carnival on Firefly Island.
- Bowl with Michelle at Memory Lanes.
- Drive Michelle back to her apartment.

Prerequisites
- Complete "Three's a Crowd."

Fail Conditions
- Michelle dies.
- You quit bowling before all five frames are finished.

New Elements Introduced
- Dating.

8

9

MISSIONS | Maps and strategy for all main story missions—plus complete coverage of Vigilante, Car Thefts, Most Wanted, Friendships, Random Characters, and the myriad other activities required to achieve 100% completion.

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